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300 Games
FOR
Children

by Margaret Radcliffe

FOR THE

HOME · CLASSROOM
LAYLOT · PLAYGROUND

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FOREWORD

Many books of games have been written, but in most cases to find the game itself it is necessary to ferret through pages of approach. The Physical Education approach describes the particular muscle groups affected by the game, Group Workers describe the effect the game will have on personality interaction, the Social Worker uses the game as a therapy device. This book was compiled not for any of these reasons, but rather that it might serve as a useful guide to people who use games for the sheer fun of them - the teacher, mother, recreation director or play supervisor.

For the users' convenience the games have been listed in several categories; games for tots, for the six to ten year olds, the ten to fourteen group, teens, classroom games, quiet games and games for two players. It is not intended that those under one grouping cannot be played by another group. The game grows with the player. "Cops and Robbers" for instance, is played by the six to ten group but the same game with faster, rougher action might well be played by the teen-agers.

Our thanks are gratefully tendered to the members of the staff of the Edmonton Recreation Commission for their valuable help in making possible this collection. We especially thank Mr. John Farina, Superintendent, and Mr. A. V. Pettigrew, Supervisor of Playgrounds and Centers for making available to us their files of games and activities, Miss S. Fleet for many of the childrens' games, and Mr. J. Reilly, Athletics Supervisor, for his contribution of several of the more active games. We also thank Mrs. F. D. Radcliffe of Vancouver for many of her "tried and proven" classroom games, and we thank "Dad" for his generous encouragement.

We wish to express the hope that this book will bring as many pleasant hours to its reader and user as it has brought to its author.

Margaret Radcliffe

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GAME GROUPS or CATEGORIES

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Blow the Feather
Bogey Man
Brownies and Fairies
Bunny Hop
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the Button
The Farmer in the Dell
Follow the Leader
Giant's Castle
Hand Tag
Imitations
King of the Castle
Lobby Loo
London Bridge
The Mulberry Bush
Nuts in May
Old Mother Witch
On the Bank, In the Pond
Poison
Puss In the Corner
Rats and Traps
Ring Around A Rosy
Sheep, Sheep, Come Home
Simon Says
The Snake and the Birds
Squirrel in the Trees
Squirrel Tails
Stop and Start
Straight Line
Tag
Thunder and Lightning
Touch Four Walls and Back

GAMES FOR 6 TO 10 YEAR OLDS

Animal Chase
Bag Pile
Balloon Bat
Balloon Goal
Barnyard Din
Black Tom
Blind Man

Blind Man's Buff
Blow the Feather
Broncho Tag
Brownies and Fairies
Buddies
Bull in the Ring
Bunny Hop
Cat and Rat
Catch the Balloon
Changing Cover
Charley Over the Water
Chase Him
Checker Board Hop Scotch
Chinese Puzzle
Circle Toss
Club Rush
Color Tag
Comics Guessing Game
Cops and Robbers
Corner Spry
Corn Relay
Crows and Cranes
Days of the Week
Defenders and Destroyers
Dodge Ball
Do This: Do That
Drop the Handkerchief
Ducks Fly
Everybody Give
Every Man in His Own Den
Fairies and Indians
Farmyard
Fetch It
Find and Touch
Find a Partner
Find the Leader
Find the Penny
Find the Ring
Fish and Net
The Flowers and the Wind
Flying Dutchmen
Follow the Leader
Fool Ball
Forest Outlook

Fox and Squirrel
Free and Caught
Frog in the Sea
Fruit Basket
Garden Scamp
Give
Go and Go Back
Goose Egg
Groups
Groups II
Guess It
Have you Seen My Sheep?
Hawk Eye
Hee Haw
Here, There, Where
Hide and Seek
Hill Dill
Hoist the Sail
Hook Arm Tag
Hoop Race
Hooray
Hop Scotch
Horse Race
Hot Box
Hot Foot
I Draw a Snake
In and Out the Windows
In the River, On the Bank,
 In the Air
I Say Stoop
I Spy
Jacob and Rachael
Keen Eyes
Keep the Rope Up
Kokolanka
Lame Fox
Laughing Handkerchief
Lazy Mary Will You Get Up
Lend, Lend, Fire!
Lion Hunt
Little Peter Rabbit
London
London Bridge
Master of the Ring
May I?
Midnight
Multiple Tag 87
Next
Noah's Ark
No More Moving
Numbers Change
Nursery Rhyme Charades
Nursery Rhyme Contest
O'Leary
Pass Around
Pavement Ball
Pincho
Pin the Tail on the Donkey
Pirates and Treasure
Pom Pom Pull-Away
Prince of Paris
Prisoner's Ring
Queen's Headache
Rabbit in Hollow Tree
Rats and Traps
Red Light
Red Rover
Reverse Tag
Ring Toss
Robbing the Orchard
Run for Your Supper
Run, Rabbit, Run
Sardines
Simon Says
Sit and Sing
Slap Hands
The Snake and the Birds
Stage Coach
Stoop
Stop and Start
Swat the Fly
Tag
Teacher and Class
Telegraph
Thinking of Colors
This is My Nose
Three Deep
Tic-Tac-Toe
Touch Four Walls and Back
Touch Game
Up Jenkins
Vegetable Soup Baley

Wagon Wheel
Water Sprite
Weaver's Relay
Wooden Face

GAMES FOR 10 to 14 YEAR OLDS

Advertising Guessing Game
Alphabet Game
Andy-Andy-I-Over
Auto Trip
Bag Pile
Balloon Bat
Balloon Goal
Ball Tag
Ball Tag II
Bat Ball
Bean Bag Archery
Beast, Bird, Fish
Beast, Bird, Fish II
Beater Goes 'Round
Blind Artists
Bombing
Bounce Ball
Bucket Ball
Catch and Pull Tug O'War
Categories
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Chair Leg Toss
Chariot Race
Chinese Tug
Choo-Choo
Circle Ball
Circle Race
Circle Stride Ball
Club Rush
Combinations
Come Along
Cops and Robbers
Corner Spry
Crows and Cranes
Darts
Days of the Week
Dodge and Mark
Duck on the Rock
Dumb Crambo
Espaniola

Five Clubs
Flying Dutchmen
Fox and Geese Dodge Ball
Fox and Hound
Ghosts
Gossip
Great Wall of China
Grocery Store
Guess My Name
Hand Push
Hangman
Hares and Hounds
Hit the Cat
Hoist the Sail
Hop Scotch
Horse and Rider
Horseback Wrestling
Hot Box
Human Hurdle
Indian Club Wrestle
I Packed My Trunk
Jackstones
Jumping Circle
Keep It Up
Kick the Can
Kick-The-Wicket
Last Couple Out
Leap Frog
Leap Frog Two Deep
Lemonade
Little Peter Rabbit
Live Naughts and Crosses
Marble Games
Mark
Master of the Ring
Matthew, Mark, Luke, John
Mumbly Peg
Musical Chairs
Nature Alphabet
Nature Baseball
Ocean Wave
Over and Under
Overtake Relay
Pass and Change
Pirates and Treasure
Plant or Animal

Plug Ball
Poison Spot
Poor House
Poor Old Beggar
Prisoner's Base
Profession Pantomine
Radio Dial
Release
Roly-Poly
Running Circle Chase
Run, Sheep, Run
Scissors, Paper, Stone
Scrub
Shopping
Shouting Proverbs
Sidewalk Tennis
Smugglers
Snatch It
Sock-'Em
Spanish Fly
Spelling Bee
Spelling Game
Spud
Square Ball
Stealing Sticks
Stop Ball
Synonyms
Ten Steps
Three Deep
Tug O'War
Tunnel Race
Twenty-One
Weaver's Relay
Where Is My Chair?
Wink
Wooden Face
Words and Songs
You Have a Face

Charades
Circle Ball
Consequences
Croquet Golf
Darts
Duck on the Rock
Espaniola
Fox and Geese Dodge Ball
Geography Chain
Guggenheim
Hot Box
Human Hurdle
Identity
Letter Points
Mark
Match Game
Overtake Relay
Peggy
Prisoner's Base
Quick Art
Running Circle Chase
Scavenger Hunt
Scrub
Shopping
Spelling Bee
Square Ball
Stop Ball
Tether Ball
Tug O'War
Twenty-One
Words from Words

GAMES FOR TWO PLAYERS

Checker Flipping
Croquet Golf
Cut the Pie
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Dots and Strokes
Hangman
Hit the Cat
Hop Scotch
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London
Marble Games
Match Game
Mumbly Peg

GAMES FOR THE TEENS

Bat Ball ✓
Black and White
Bombardment
Boundary Ball
Box Ball
Bucket Ball

Naughts and Crosses	Dumb Crambo
Pavement Ball	Find the Penny
Peggy	Fruit Basket
Scissors, Paper, Stone	Geography Chain
Tether Ball	Ghosts
Tic-Tac-Toe	Gossip
Tin Pan Toss	Grocery Store
Twenty-One	Guess It
Wooden Face	Guess My Name
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Words from Words	Hawk Eye
<u>QUIET GAMES</u>	
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Bean Bag Archery	Hoop Race
Categories	Hooray
Checker Flipping	I Packed My Trunk
Comics Guessing Game	I Say Stoop
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Geography Chain	Laughing Handkerchief
Ghosts	Lemonade
Gossip	Letter Points
Grocery Store	Little Peter Rabbit
Guggenheim	May I?
Hangman	Nature Baseball
Hawk Eye	Next
Match Game	Profession Pantomine
Naughts and Crosses	Radio Dial
Synonyms	Shopping
Tic-Tac-Toe	Simon Says
Words from Words	Spelling Bee
<u>GAMES THAT CAN BE PLAYED</u>	
<u>IN THE CLASSROOM</u>	
Advertising Guessing Game	Thinking of Colors
Alphabet Game	Where, When, Why, How
Auto Trip	Words and Songs
Bag Pile	Words from Words
Categories	You Have a Face
Charades	
Combinations	
Comics Guessing Game	
Consequences	
Corn Relay	
Do This: Do That	
Ducks Fly	

TEN METHODS OF COUNTING OUT TO DETERMINE WHO SHALL BE "IT".

For each of the following rhymes the players group around another player who is the "Counter". The Counter repeats the rhyme tapping each person in turn once as each word is said. The person who is tapped as the last word (underlined) is said drops out. The rhyme and action are repeated with the players who are left until only one player remains. He is "It". If the Counter intends to take part in the game then he should tap himself just as he does the others.

1. Eeny Meeny Miney Moe,
Catch a big by the toe.
If he hollers let him go,
Eeny Meeny Miney Moe
O-U-T spells OUT goes she,
With a dishcloth
On her knee.
2. Engine Engine Number Nine,
Riding on Chicago line.
O-U-T spells OUT.
3. Two, four, six, eight,
Mary's at the garden gate
Eating cherries off a plate,
Two, four, six, eight.
4. One potato, two potato,
Three potato, four.
Five potato, six potato
Seven potato more.

For rhyme number 4, each person holds both fists out. The fists are tapped one at a time and are withdrawn one at a time. The counting out continues until one person is left holding a fist out.

5. Some groups use the Chain Method of Determining who will be "it". For this all the children form a chain by grasping each other around the waist, then they run until the chain breaks. The person who released his grasp thus breaking the chain is "It".
6. Using a wall, fence or a line on the ground have each of the children toss a pebble or a coin, standing on a tossing line

about ten feet distant. The one whose pebble lands farthest from the mark will be "It".

7. Have the players number off. The highest number is "it".
8. If the players are all about the same age let them race to a goal to see who will be "It". The last one there loses.
9. The "Hands Over" method is popular with boys. Toss a baseball bat or a broomstick to any one of the players. He catches it with one hand and retains his grip on it. The other players then pile their fists around it until there is not enough room for another fist. The person who finds he cannot get a grip on it starts the game as "It".
10. If the same group of children are playing games from day to day, "It" can be carried over from one game to the next. For example, if the last game you played yesterday was the elimination type of game, that is, if the game ended with either a winner or a loser, let that winner or loser be "It" for the first game today.

1. ADVERTISING GUESSING GAME

Cut out familiar advertisements and slogans from magazines and newspapers, being careful to delete the name of the product advertised. Hold your cut-outs up, one at a time, in front of the children and have them guess what product each clipping advertises. They should write their answers on a piece of paper. The one with the longest correct list wins the game.

2. ALPHABET GAME

The Leader should be equipped with two sets of alphabet letters which have been prepared in advance.

The players stand in two lines facing each other on opposite ends of the room. A set of the letters is given each team, and they are distributed among the players. The Leader stands at one side of the room and calls a word - "train" for instance. Immediately the players from each team who have the letters t-r-a-i-n rush to the end of the room opposite the Leader and stand in a line in the proper order, holding up their cards so that the word is spelled correctly. The side which finishes first scores one point.

It is well to prepare in advance a list of words in which the same letter does not occur twice. If there are fewer players than there are letters of the alphabet, the words must be kept within limitations of the letters used. The team scoring the highest number of points wins the game. (See page 3).

3. ANDY-ANDY-I-OVER

A building about the size of a garage is used to play this game. Two teams are formed, one on either side of the building. One player throws a ball over the building calling as he does so "Andy-Andy-I-Over". If the ball is not caught by a player on the opposite team it is returned in the same way. When a player catches the ball, his team dashes around the building trying to tag as many players of the opposite team as possible before they can get to the other side. Any players tagged join with the team which tagged them, thus the winning team is the one with the most players at the end of the game.

4. ANIMAL CHASE

Any number of children may play this game. If the group is small the players are divided into pairs; if large, they are divided into groups of any number. Each pair or group takes

the name of some animal--bears, lions, elephants and so on. One player is chosen as the Hunter. Leader tells the Hunter what animal names have been chosen but does not indicate which group has a particular name. Two corners of the play area are marked off as "animal pens". In these pens the animals are safe. To start the game all the animals huddle together in one pen while the Hunter stands midway between the pens and calls the name of any animal. The players who represent the animal called must leave the pen they are in and dash for the other pen. Now the Hunter has his chance to catch them (by tagging). Any animals caught must join the Hunter and help him catch others as he calls their names. (See page 3)

5. AUTO TRIP

Each player has the name of an automobile part. One less chair than there are players are placed along the end of the room.

Leader tells some little story about an auto trip and as each part is mentioned the player having that part name gets up and, placing his hands on Leader's waist, walks around behind him. Likewise the next part joins onto the chain. Leader walks all around the room as he tells his story and collects more players behind him. When he yells "Blowout" each player rushes for a seat. The one left without a seat tells the story for the next "auto trip". (See page 3)

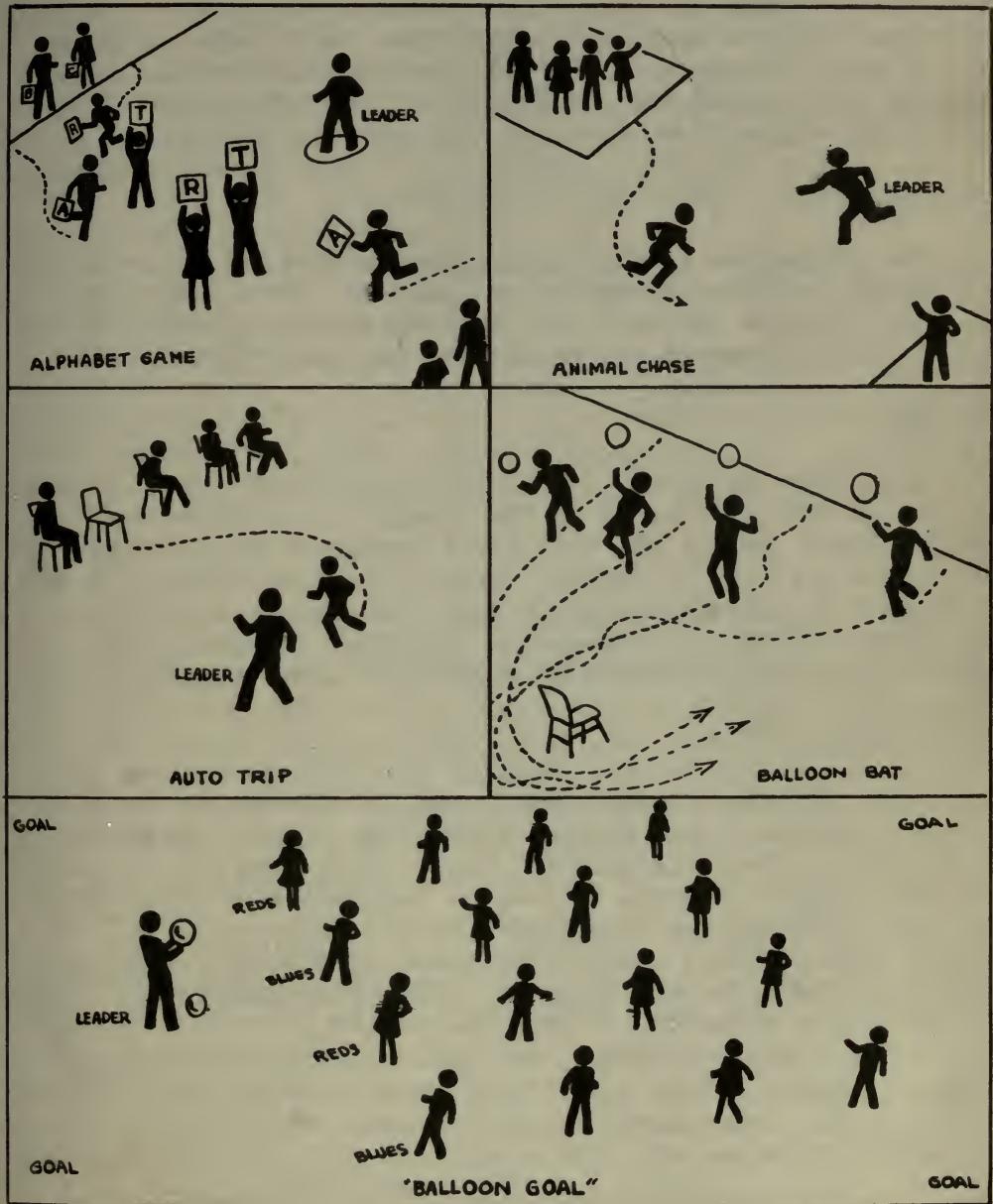
6. BAG PILE

Any number of players form in equal lines with a pile of bean bags (or convenient articles) on the floor at the side of the first player in each line. If the game is being played in a classroom then the rows compete, with the bean bags at the side of the first desk in each row. At the starting signal, the first player picks up one bag and passes it to the next one, who in turn passes it on. Each bean bag is passed in the same manner down the line until all are piled neatly at the opposite end. The line finishing first wins. If the lines are short then have the players pass the bags to the end then back to the front again.

7. BALLOON BAT

The players line up behind a line. A chair, a chalk circle on the floor, or some other goal is placed at the opposite end of the room. Each player is given an inflated balloon. At

the signal to start, all the players at the same time bat their balloons with open palms across the room, around the goal, and back to the starting line. Since there is only one goal there may be a traffic jam when several players try to go around at the same time, but that only adds to the excitement. The first person to bat his balloon back across the starting line wins. This game can also be played as a relay. (See below)



8. BALLOON GOAL

In each corner of the room strings are stretched about 7 or 8 feet high--these are the goals. The players are divided into two equal teams that stand in alternating files across the room. Leader puts two different colored balloons into play by tossing them up in the center of the room. If the balloons are red and blue then call one team the Reds, the other the Blues. Each team tries to get its balloon into the two goals in diagonal corners of the room, while the other team tries to prevent it. A point is scored each time the team succeeds. After a goal has been scored the balloon is put back into play by the leader who tosses it up again in the center of the room.

(See page 3)

9. BALL TAG

One player who is "it" is equipped with a volley or basket ball which he throws at the other players. Any player who is hit must retrieve the ball and endeavor to hit others with it. As soon as a player is hit he becomes the next "it".

10. BALL TAG II

One player is "it". A ball is tossed to the other players and the one who catches it is the player to be chased by "it". If the player having the ball is in danger of being tagged he may throw the ball to another player, who now becomes the one to be chased. When a player is tagged with the ball in hand, he becomes "it", or if he drops the ball on the ground or throws it so that it cannot be caught the same penalty stands.

11. BARNYARD DIN

Small objects, cardboard cut-outs, or pieces of candy are hidden around the room. For the "hunt" the players are assigned to two teams - the Cats and the Dogs. Each team has a leader. When the signal is given to start, individual players begin hunting throughout the "barnyard" for the hidden objects. But there's a catch to it - only the leader may do the retrieving. When a Cat discovers an object he meows loudly and insistently to attract the attention of the leader of his team. The Dogs bark. If the group is large, and you can stand increasing the barnyard clatter, form additional teams of chickens, sheep or donkeys. The team which recovers most of the objects in the time limit set wins.

12. BAT BALL

Two teams are formed, one team in the field and the other lined up behind the serving line, as indicated in the diagram. The first player of team X, with his open hand, bats a volley ball into the playing area. If the ball lands fairly, that is if it falls within the boundaries of the field indicated and is not caught on a fly, the batter runs to the base at the back of the area and returns across the front boundary or "scratch line". In doing so he may dodge among the players but must keep within the court and must keep moving. If he does not succeed in tagging the base and crossing the scratch line without being hit with the ball he is out. A batted ball which does not cross the scratch line is foul. Two foul balls make an "out". Three outs on a team are a "side out", and the batters and fielders change places.

When the ball is batted, fielders try to catch the ball, or to put the batter out by hitting him with it. A caught fly ball is out. (See page 7)

Younger players are sometimes allowed to remain on the base while the next player bats the ball, but each player must leave the base before the next player reaches it. A point is scored whenever a player, after tagging the base, crosses the scratch line without being put out by any of the fielders.

13. BEAN BAG ARCHERY

Draw three circles on the ground, one within the other, or use three different sized boxes, one within the other, as the target. Players stand about 20 feet away from the target and toss 3 bean bags each at it, one at a time. Those falling inside the center circle score 15 points, those in the second circle score 10 points, and those in the outside circle score 5. Older players may be handicapped by having them stand back farther than the younger ones. (See page 7)

14. BEAST, BIRD, FISH

Divide the players into two teams. Players are seated (preferably in parallel lines) opposite each other. Any member of one of the teams starts the game by throwing a ball to one of the members of the opposite team, calling as he throws either "Beast", "Bird", or "Fish". As soon as he calls out one of these he starts to count to 10. Before he reaches ten, the player at whom the ball was thrown must name either a beast, a bird, or a fish, depending on what was called. If he fails to

name a correct object before the thrower counts ten, one point is scored for the thrower's team. Similarly a point is scored for the thrower's team if the other player names an object that was previously mentioned. If he names an object correctly however, his team is given one point. The teams throw alternately, that team winning which has the most points at the end of the play period. (See page 7)

15. BEAST, BIRD, FISH II

Players are arranged in a "three deep" circle, that is in groups of three standing one behind the other, facing the center. "It" stands in the center of the circle. The players are divided into three categories according to their position in the line. The first player in each line is in the Beast category, second or middle player is in the Bird group, and the outside player in each line is in the Fish group. "It" calls out the name of either a beast, a bird or a fish, upon which all those in that category must exchange places. If he should call "lion", all the Beast players must change places with each other. As the changing is going on, "it" tries to secure a place for himself, and the player left without a place becomes the new "it". (See page 7)

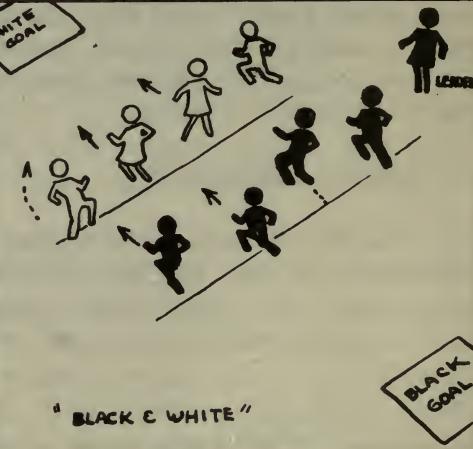
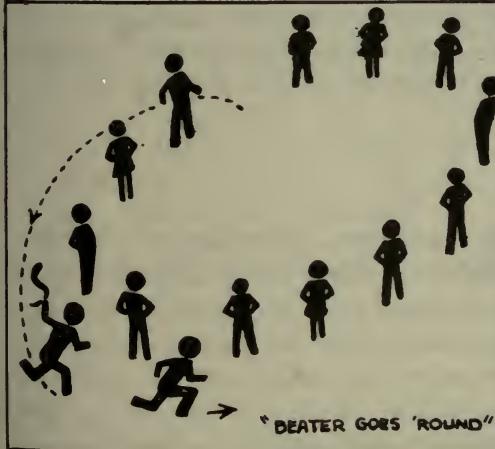
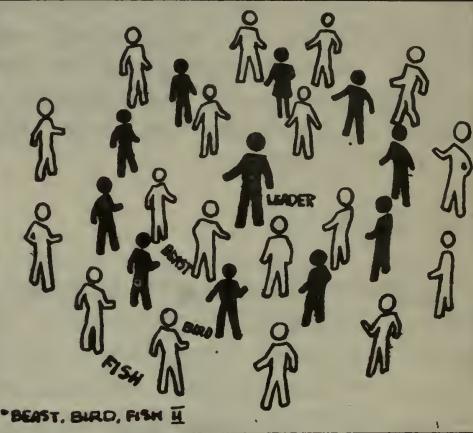
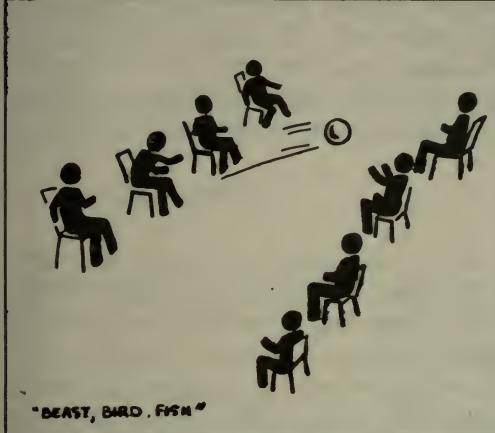
16. BEATER GOES 'ROUND

All but one of the players stand in a circle, facing in, with their hands behind their backs. The odd player runs around the outside of the circle carrying a beater (knotted towel), which he drops in the hands of one of the players in the circle. That player turns at once to chase his right-hand neighbor, beating him as much as he can while he chases him around the circle and back to his place. The one holding the beater then takes the place of the odd player, that one joining the ring. The new beater, in turn, runs around on the outside and drops the beater in any hand he chooses. (See page 7)

17. BLACK AND WHITE

Two equal teams are formed - one "Black" and one "White", standing in lines facing each other, about 2 yards apart. Goals are approximately ten yards behind each team. Leader can either call out the colors, or a cube or piece of cardboard painted black on one side, white on the other can be tossed. If the white side comes face up then the "White" team flees for their goal and the "Blacks" give chase, tagging as many as pos-

sible. Tagged players then join the opposite team. At the end of a specified time the team with the greater number of players wins. (See page 7)



18. BLACK TOM

This game requires an area large enough to run about in. One player is "it". He repeats the words "Black Tom" three times, during which the other players have to remain absolutely still. He may fool them by using other colors, such as "blue Tom", but they cannot run unless he says "Black Tom". If they should move before he says the proper words then they are out. When he tags a player after he has said "Black Tom" then he and that player change places.

19. BLIND ARTISTS

Each player is given a pencil and a large sheet of paper. The lights are turned out and the players are asked to draw a horse. They are then asked to put a rider on the horse, next a feed bag over the horse's mouth. Leader waits each time until each drawing is completed before naming the next thing to be added. When the lights are turned on again some surprising results will be seen. Riders will be up in the air instead of seated on the horse, while feed bags may be on the rider or anywhere except in the proper place. Let the children be the judges of which is the best, the funniest, etc. and give prizes to the winners.

20. BLIND MAN

While players are forming a circle, one player, the "Blind Man", is being blindfolded. He is then led around the inside of the circle. He points suddenly to one of the players who must do whatever the "Blind Man" commands, for example bray like a donkey, sing the scale, sneeze, etc. The "Blind Man" then must guess who the player is, having two guesses. If wrong he continues around the circle. When he guesses correctly, however, that person changes places with him while the circle reorganizes itself.

21. BLIND MAN'S BUFF

Players form a circle facing inwards. One player is "it" and stands in the center, blindfolded. The circle players move about until the blindfolded player claps his hands three times and points toward someone in the circle. As he claps his hands the motion stops. The player pointed at must come into the circle and dodges about until the "blind man" catches him. Now the "blind man" must guess correctly whom he has caught. If

correct they change places. If he guessed incorrectly or if he pointed to an empty space the game is repeated.

22. BLOW THE FEATHER

Little children get a great deal of fun from this game.. They are divided into groups of from 6 to 10 players. Each group forms a circle. A light feather is tossed into the center of each circle, the players trying to keep it in the air by blowing. The circle keeping it up the longest wins. The players need not keep in strict circle formation but may chase the feather should it float away.

23. BOGEY MAN

There are two goals on opposite ends of the room or playing area. All the players but one stand behind one goal while the odd player stands at the other goal and calls, "Are you afraid of the Bogey Man"? The players call "No", and run for the opposite goal as the Bogey Man tags as many as possible. If some fail to run they can be tagged in the goal. Next time the Bogey Man and his helper (those tagged) stand behind the other goal and the game continues as before. (See page 11)

24. BOMBARDMENT

The field or gymnasium is divided into two equal courts and the players into two equal teams - the Reds and the Blues. Provide each team with two or more soft balls or volley balls. At the back of each court set up a row of Indian clubs, one for each team member. The players from each team scatter about their court in front of the clubs, but they may not cross the center dividing line. The object of the game is to throw the balls at the opponents' Indian clubs and knock them down. The Red team throws at the clubs in the Blue's court and vice versa. Every club knocked down counts one point for the team that threw the ball. If a player knocks down a club on his own side by accident, it counts for the other team just as if it were knocked down by an opponent.

Each player guards his own clubs and at the same time tries to knock down the clubs of the opposite team. After the balls are thrown they may be recovered and thrown by any player on either side, but players may not cross the center line. Since the balls are in motion all the time players must be constantly on the alert. Balls which go out of bounds may be recovered by any player, but they must be put into play from

within bounds. Players whose clubs are knocked over remove the clubs but the players remain in the game. The game continues until all the clubs on one team are down. (See page 11)

25. BOMBING

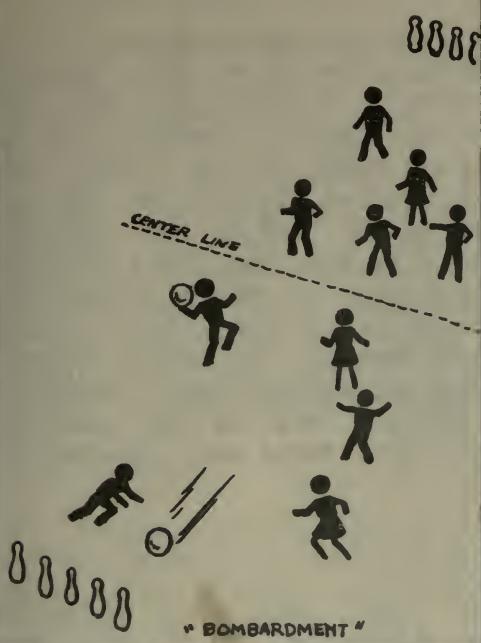
A circle about fifteen feet in diameter is drawn on the ground. All the players but one stand inside the circle while the one outside tries to hit them with a soft ball from outside. He may run anywhere around the circle to hit them but must hit them below the shoulders. A player who is hit becomes another bomber. He stands outside the circle on the opposite side to the original bomber, so as to throw the bomb when it comes his way. All players hit become additional bombers until only one is left inside the circle. He is the winner. (See page 11)

26. BOUNCE BALL

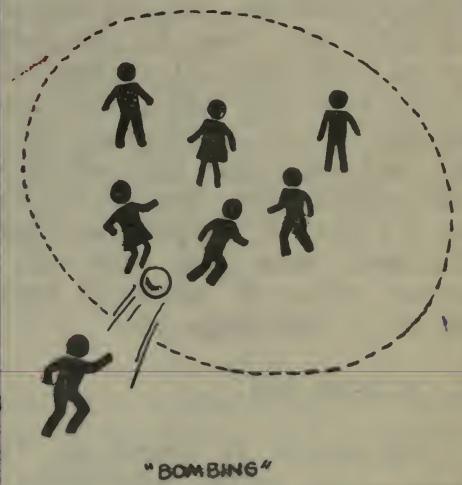
Place an ordinary bushel basket against the wall or on a chair. Have the players, taking turns, bounce a basketball, volley ball, tennis or small inflated rubber ball so that it strikes the floor once and rebounds into the basket. Score five points for each successful shot. (See page 11)

27. BOUNDARY BALL

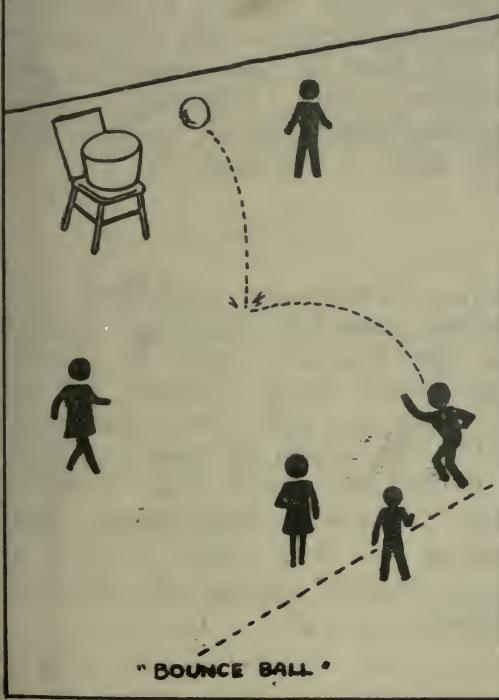
A court is marked off similar to the one in the diagram. The players are divided into two equal teams. They toss a coin to decide which team has the first throw. One team tries to throw a large ball, such as a volley ball, over the rear boundary of the other team. If they are successful they score one point. The other team tries to stop the ball from going over their boundary. The point at which the ball is stopped is the point at which they must line up for their throw to the first team. The game goes on with the teams taking turns at throwing and with each member of each team having a throw until someone succeeds in getting the ball across the opposing team's boundary. That team then scores a point and the game starts over with the team that scored having the first throw. While a team is throwing, its members must be careful to stand in a straight line. It is only when the opposing team throws that the line may be broken. (See page 11)



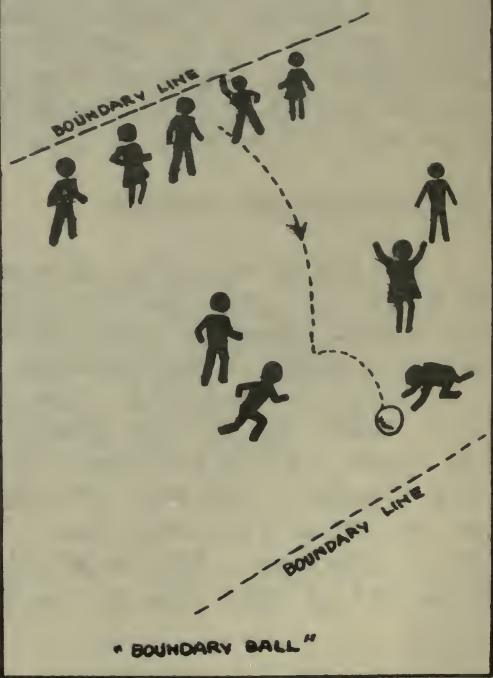
"BOMBARDMENT"



"BOMBING"



"BOUNCE BALL"



"BOUNDARY BALL"

28. BOX BALL

The "box" is formed by the lines from home base to first, to second, second to third, and third to home. The game is played with a large soft ball similar to volley ball. The players are divided into two teams and take up positions as in baseball with one team at bat and the other in the field. The pitcher of the team in the field pitches the ball so that it bounces once in front of the home plate. The batter tries to hit the ball into the field either with his open hand or clenched fist. The ball must first strike somewhere within the box, but may roll out after the first bounce. If the ball lands outside the box on its first bounce, the batter is out. Thus all foul balls put the batter out and any ball swung at and missed also puts him out. For the rest of the game the general rules of baseball apply, with three outs making the team out. (See page 15)

29. BRONCHO TAG

One player is chosen as "it". The others form groups of three, each group representing a broncho. To do this they stand in a file three deep, each player with an arm around the waist of the player in front of him. Front players place their hands on their hips. "It" then chases them trying to form the broncho's tail by attaching himself similarly to the end player in the group. If he succeeds, the head of the broncho, or first player in the group then becomes "it". Bronchos twist, turn and switch, always trying to keep their heads toward "it" so he will not be able to form the tail. (See page 15)

30. BROWNIES AND FAIRIES

Any number may play this game. Divide the children into two equal groups - one the Brownies, one the Fairies. Each have a goal about 40 feet apart. The Fairies stand in their goal with backs to the Brownies who creep up as closely and as noiselessly as possible. One Fairy is on guard and when she calls "Look out for the Brownies!" the other Fairies turn and give chase as the Brownies try to get to their goal without being tagged. Any who are tagged join the Fairy team. The game continues with each team taking its turn until each have had six chasings. The team with the greater number of players at the end of this time is the winner.

31. BUCKET BALL

The batter, equipped with a base-ball bat, stands on a bucket placed upside down in the center of a circle about 40 feet in diameter. The players stand outside the circle and endeavor to hit the bucket with a soft ball. Any member around the circle may throw the ball, while the batter tries to hit the ball and keep it from touching the bucket. The batter is out when the bucket is hit or when a fly ball is caught or when he falls off the bucket. A hit counts two points and a ball that misses the bucket counts one point, whether batted at or not, either for the batter if individual competition is preferred or for the team if sides are chosen. Each player bats in turn until he is out. (See page 15)

32. BUDDIES

Players are arranged in two concentric circles. Each player of the inside circle is paired with a player of the outside circle. The inside circle faces to the left, the outside one to the right. At a signal the players of each circle start marching forward. At another signal, or when the music stops, they all break the circle forms, and rush for their partners or "Buddies". As the Buddies find each other they join hands and sit down. The last pair to sit down are each given a bean bag or some other object to carry. The circles are then reformed exactly as before and both march forward again. This continues until one pair are given bean bags for the second time. Both of these players must pay a penalty. (See page 15)

33. BULL IN THE RING

The players stand in a circle with hands clasped firmly. One player, who is the Bull, stands in the center of the circle. The Bull tries to break through the ring by parting the hands of any two players. If he breaks through, the two players whose hands he parted immediately give chase to him, the one catching him becoming the Bull for the next game.

34. BUNNY HOP

Obstacles are placed on the floor about a foot apart. They need not be in a straight course, but may zig-zag about the room. The children must hop over these obstacles in bunny-fashion. Anyone stepping on one of them is "caught in a trap"

and must drop out of the game. The child who stays in the longest is the winner.

This game may also be played as a relay type race, in which case there would be a row of obstacles for each team competing.

35. BUTTON, BUTTON, WHO'S GOT THE BUTTON?

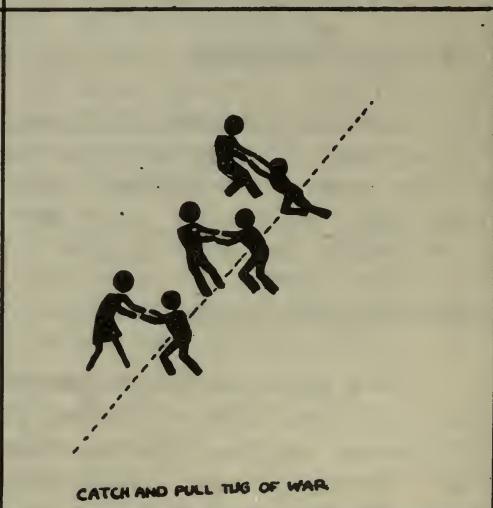
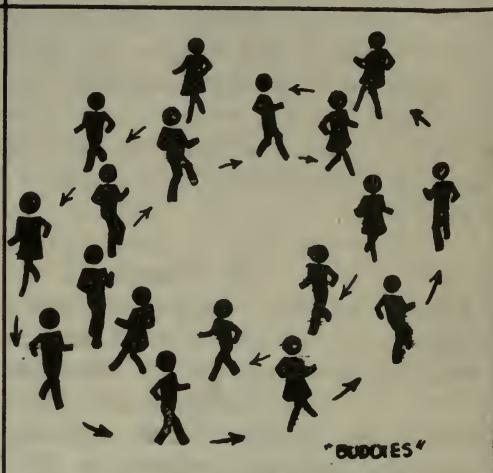
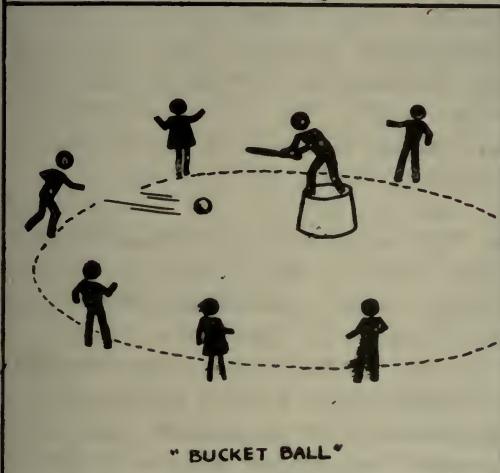
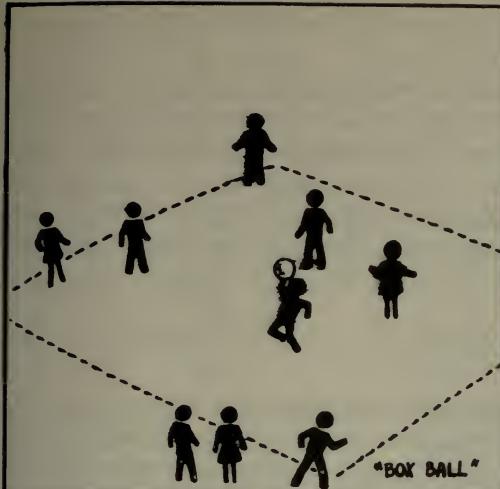
This very old game still provides a lot of fun for the smaller children. The players are arranged either in a circle or row. Each child holds both of his hands forward with fists clenched upwards. The Leader or one player has a button in his hand which is also clenched. He goes from one child to the next placing his fist inside each of the child's fists in such a manner that no one can tell when he deposits the button. The child who gets the button does not make any motion to show that he has received it and the leader continues until he has completed the circle at which time the children try to guess who has the button. The first one to guess correctly is the one to pass the button the next time. (See page 15)

36. CAT AND RAT

Players form a circle, holding hands. One player is selected as the Rat, another as the Cat. Both Cat and Rat stand in the circle and at a signal the Cat tries to catch the Rat. Those forming the circle let the Rat in and out under their arms, but try to hinder the Cat as much as possible and keep him in the ring. When the Cat catches the Rat other players are selected to replace them.

37. CATCH AND PULL TUG OF WAR

Any number may play this game. A line is drawn down the middle of the playing space and the players are divided into two equal teams. Each team stands on one side of the line. At a signal each player tries to get a hold of one of his opponents and pull him across the line. Any number of players may try to secure a hold on an opponent and any number may come to his rescue and try to resist his being pulled over, by securing a hold on one of the opponents. A player does not belong to the opposite team until his entire body has been pulled over the line. He must then join his captors in trying to secure players from across the line. The team wins which has the larger number of players at the end of a set time. (See page 15)



38. CATCH THE BALLOON

The players are seated in a circle on the floor with an "it" standing in the center, holding a balloon. Suddenly "it" calls out a number and at the same time drops the balloon. The person whose number he called must dash up and try to catch the balloon before it touches the floor. If he fails, he becomes "it", but if he succeeds "it" must repeat the process calling out another number.

39. CATEGORIES

scarf, game

This game can be played individually or the group may be divided into teams. The Leader has a set of alphabet cards, and holds one card up at a time at the same time naming a category such as books, cities, animals, etc. She may say "city" as she shows the letter L, in which case a point would be given to the team (or individual) first to name a city beginning with that letter.

40. CENTER BASE

Players form a circle while "it" stands in the center with a large ball. He throws it to any player, who immediately puts it back in the center of the circle and runs after "it", who dodges out of the circle and back trying to touch the ball. As soon as he succeeds in touching it he is safe and may take his place in the circle while the chaser goes into the center and is the new "it". If he is caught before he can touch the ball, however, he must return to the center and throw the ball again.

41. CHAIR LEG TOSS

Turn an ordinary chair upside down. Now give the players rubber sealer rings or rope quoits. The players line up behind a line some feet distant and toss the rings at the chair so that they will land over any of the four chair legs. Score five points for each ringer. (See page 19)

42. CHANGING COVER

This game should be played in a wooded or bushy area - one that provides lots of hiding places. The Leader closes his eyes and counts to ten. During this time all the players must conceal themselves at least thirty feet away from the Leader. After he has counted ten, Leader opens his eyes and looks

around, but remains in the one spot. Anyone who can be seen is out of the game. Leader closes his eyes again and counts to nine. Players must move at least three feet nearer the Leader and again conceal themselves. The Leader looks around again, and all players who can be seen drop out. The game continues with the Leader counting one less each time. The object is to see which player can get nearest the Leader without being seen by the time the count has been reduced to one. This person becomes leader for the next game.

43. CHARADES

Charades

Players are divided into two groups. One group leaves the room and decides on a word they will act out. The word should have several syllables. They return to the room and act out each syllable separately, holding up one finger for the first syllable, two for the second and so on. They must not speak or use any "props". The other group tries to guess the word, and is timed. After they have guessed it or given up, the groups change places, the group guessing in the shortest time wins the game. Book titles, well-known slogans, etc. may be used in Charades, the acting group first indicating which category their phrase is in.

44. CHARIOT RACE

A small race course is marked off on the ground or floor by placing chairs or other objects at the four corners of a square. At one corner on the outside from five to ten players stand with arms locked. Diagonally opposite the same number of players stand facing the same way. At the signal the two lines start running, each trying to overtake the other. The team overtaking the other team wins. A heavy player should be selected as the pivot of each line as when they turn the corners it is almost like "Crack the Whip". (See page 19)

45. CHARLEY OVER THE WATER

One player is Charley and stands in the center of a circle formed by the other players joining hands around him. There may be two or more Charleys to make the action more rapid. Circle players skip around Charley repeating:

"Charley over the water,
Charley over the sea.
Charley catch a blackbird,
Can't catch me!"

Immediately the rhyme is finished the players squat, and Charley tries to tag them before they can do this. Should he succeed, the player tagged changes places with him.

46. CHASE HIM

The Leader calls out the name of one of the players. The others must chase and try to tag him. Just as he is about to be tagged Leader should indicate another player to be chased and so on, keeping the children moving in various directions by continually changing the one who is to be chased.

47. CHECKER BOARD HOP SCOTCH

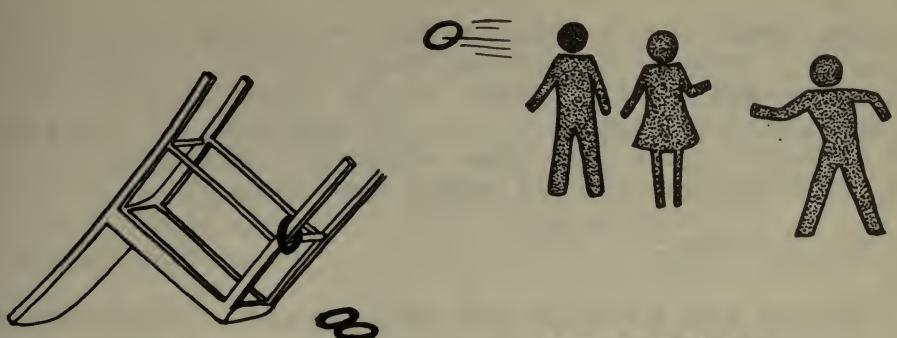
A checkerboard diagram similar to the one shown is drawn on the playing area, which is preferably cement. Any number may play the game but it is best limited to five or six. Players, taking turns, start at the lower right hand square and hop on one foot up that row of squares, down the next and so on. They may not stop to rest, change feet, or step on any of the lines. When a player has successfully completed the whole diagram she may put her initials in any one of the squares. This initialed square is now a resting place for that player, but all other players must hop over it. A player is "out" and loses her turn if she

1. steps on a line,
2. steps on an initialed square other than her own,
3. stops in a square not bearing her initials,
4. changes feet.

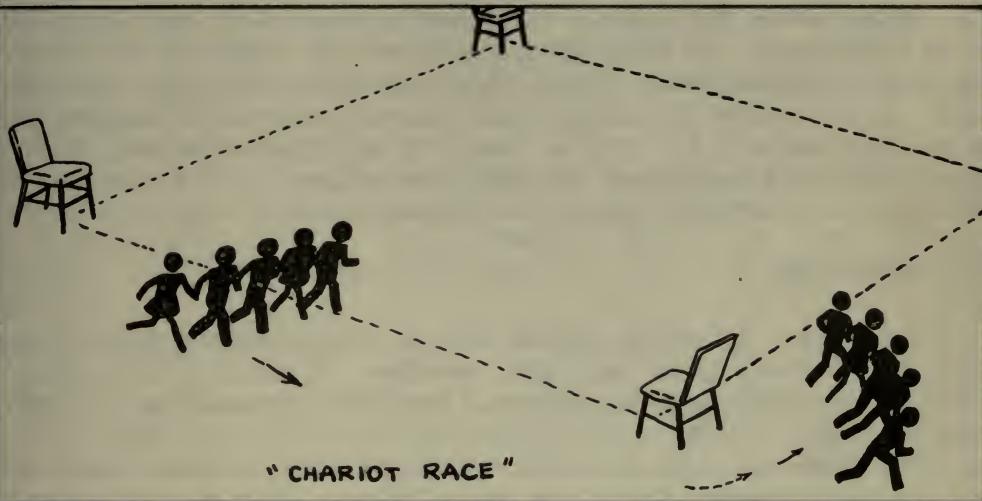
The game is continued until so many squares are marked that it is impossible to hop around the complete diagram. The winner is that player who has the most initialed squares. (See page 19)

48. CHECKER FLIPPING

Place four checkers in a square on a table, four inches apart. Two feet distant place one checker. The players take turns in attempting to snap the checker with the finger so that it will come to rest inside the four checkers without displacing any of them. A checker coming to rest inside the square of four counts two points, if it is partly inside it counts one.



• CHAIR LEG TOSS "



" CHARIOT RACE "

49. CHINESE TUG

Two teams line up back to back on either side of a line. Each player bends down, thrusts his right hand back between his legs and grasps the right hand of the person opposite him on the opposing team, who is in the same position. At the signal, they attempt to pull each other across the line. The team wins that pulls the most players across the line.

50. CHINESE PUZZLE

Players form a circle with hands joined. The leader drops the hand of the player on her left and leads the line into a labyrinth by doing a spiral, stepping over lowered arms, turning under arms, etc. until everyone is completely mixed up and it is impossible to tell the head from the foot of the line. One person who has been out of the room while all this has been going on must try to untangle the mix-up without asking anyone to unclasp hands. (It can be done if she finds the end of the line). For the next game the last leader leaves the room while the circle is reformed and a new leader chosen.

51. CHOO-CHOO

This game is often played as an introducer or mixer type game and is very good as such because it uses the players' names, gets everybody in motion, and usually ends in a hilarious mix-up.

The players form a circle facing inward. Three or four players are chosen to be in the middle, each representing a train. The "trains" compete with one another in adding as many cars as possible. To do this each "train" rushes up to one of the circle players and says, "My name is ----. What's yours?" The person addressed then gives her name. At this, the "train" player shuffles from right to left, both feet together repeating the name thus - (let us use the name, Pat).

"Pat" (pause) "Pat" (pause) "Pat, Pat, Pat!"
right left right left right

"Pat" then turns around as the "train" player joins her by placing her hands on her (Pat's) waist. Thus the "train" has added one car. The two now shuffle on to another circle player and the performance is repeated. As each new person is added, all players already on the train drop hands and turn to face in the opposite direction so that no person leads the train twice. The winning train is that one with the most cars attached when all the players forming the circle have been taken up.

52. CIRCLE BALL

The players stand in a circle with three to five feet between each player. A ball is tossed rapidly from one player to another but not in any regular fashion. It should be thrown across the circle, sideways, any way in which it will take the person it is thrown at unawares. Any player failing to catch the ball must sit down. The player wins who remains standing the longest. When all are seated, the game may still be played in a sitting position.

53. CIRCLE RACE

A large area is necessary for this game. A circle about fifty feet in diameter is drawn or marked out by placing objects at intervals. Any number of players are spaced at even intervals around the circle, all facing in the same direction. At a signal they race in the direction they are facing, each trying to pass the person in front of him and always keeping on the outside of the circle. Any player who is passed must drop out of the game. Each time the signal is given the runners must change directions. This change in direction gives poorer runners the chance to pass or keep out of reach of the better runners.

54. CIRCLE STRIDE BALL

Any number of players form a circle, standing in an astride position with feet touching those of the next player. One player stands in the circle and throws a ball outside the circle between the legs of the players. Those forming the circle try to prevent the ball from passing between their legs by batting it back with their hands. The play continues until the center player succeeds in sending the ball through the circle, when he changes places with the player between whose feet the ball passed. Players must not move their feet or touch the floor with their hands in trying to keep their balance. If they should either touch the floor or move they must change places with the center player. (See page 23)

55. CIRCLE TOSS

Players form a circle with a space of about three feet between each player. Every other player is given a ball or a bean bag. At the signal each one turns to his right and tosses his object to the next person, turning immediately to catch the object being tossed to him from the player on his left. The

game moves rapidly. When players have become fairly proficient everyone may be given some object to toss. Any who fail to catch the object must drop out for a specified time.

56. CLUB RUSH

The players are lined up at one end of the gymnasium or play area and at the other end a row of Indian clubs is placed, there being one less club than there are players. At the signal the players run to secure a club. The one left without a club is out. One club is now removed and the process is repeated until only one player is left. He is the winner.

57. COLOR TAG

This is played in the same manner as Plain Tag but there must be colored squares on the floor - large pieces of colored paper will do. Players are safe when standing on one of the colored squares, but a player may stand on each color only once. For example, if he takes refuge from "it" on a red piece of paper, he may not use a red square again, but must next run to blue, etc.

58. COMBINATIONS

The Leader points to a player at the same time naming one half of a well-known combination. For example he may say "ham", to which the answer would be "eggs". Such combinations as black and white, summer and winter, day and night, coffee and doughnuts, boy and girl will be used. The player pointed to must immediately give the other half of the combination. If he should fail then he has one point scored against him. Five points against a player puts that player out of the game. If, however, he is successful he then calls out a "combination" word and points to another player.

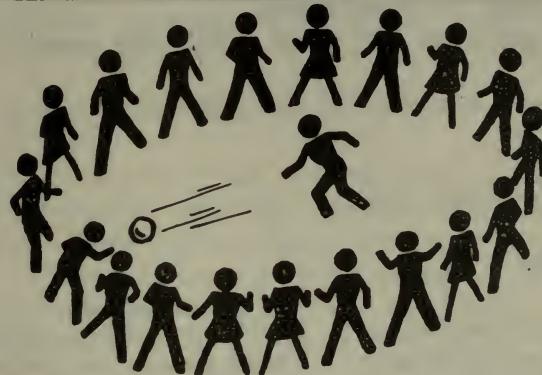
59. COME ALONG

Boys and girls play this game together. All the players stand in a large circle, alternating boy, girl, boy, girl, etc. All the players extend their left arms into the circle. One boy, in the center of the circle, at a signal from the Leader runs around the inside, grasps a girl's hand and pulls her after him saying "Come along". She in turn grasps some boy's hand and thus the line grows until the Leader gives another signal to stop, when all run back to their places. The last one

back to his original place is the first one inside the circle for the next game.

60. COMICS GUESSING GAME

Cut out characters from the comic strips. Show them, one at a time to the children and have them write down the name of the comic strip or of the character shown. The longest correct list wins the game. A variation would be to show them one character and have them name or write down the names of two others from the same strip.



"CIRCLE STRIDE BALL"



"COME ALONG"

61. CONSEQUENCES

Each player is given a piece of paper and a pencil. Upon the Leader's instruction each writes a statement across the top of the paper, folds it so that what he has written cannot be seen, and passes it on to another player. The papers are passed around so that each player has written something on each piece of paper. When all have done this the players take turns unfolding the paper they have in their possession and reading the consequence aloud. Here are a few suggestions as to what the Leader may ask the players to write. There should always be a story running through it with the players filling in the names and details

1. describe a heroine in four words
2. give her a name
3. describe a hero in four words
4. write your own name (or if a girl, the name of a boy in the group)
5. describe their meeting in one sentence
6. what she said
7. what he said
8. how they went home, etc.

62. COPS AND ROBBERS

The players are divided into two teams - the Cops and the Robbers, but there should be at least twice as many Cops as there are Robbers. The Cops choose a Captain while the Robbers choose a Chief. A circle about six feet in diameter is drawn on the ground or around a tree - this is the Jail. The Cops wait in the jail for a full five minutes during which time the Robbers hide. At the end of the five minutes the Cops start the hunt to catch as many Robbers as possible. Tagging is not enough; the Robbers must be caught bodily and brought back to the jail, and once there they must be kept under constant guard as jail breaks are a part of the game. This is why the Cop team must outnumber the Robbers.

When all the Robbers have been caught and are in jail the game is over. The Cops who caught the most Robbers now become the Robbers for the next game.

63. CORNER SPRY

From 20 to 50 players may take part in this game. The participants are divided into four teams, each with a leader. Each team stands in a row facing its leader, who is a few yards

in front of the team. At the signal the leader throws a ball to each player in turn. Each player throws it back to him until the last player catches it. Now the leader runs to the head of the line, and the last player, or one with the ball, takes his place. The game then proceeds as before. As soon as each player has had his turn as leader, and the original leader has returned to his place, that team has finished. The team that can throw the ball back and forth the fastest finishes first and so wins the game. (See page 27)

64. CORN RELAY ✓

Two or more teams play this game. An ear of corn is given to the first person in each team. At the starting signal the corn is passed up and down the team with each member taking one kernel off it and passing it on to the next player on his team. The first team to strip the ear of corn wins.

65. CROQUET GOLF ✓

Sink tin cans in the ground from twenty-five to ninety feet apart for holes and use croquet mallets instead of golf clubs. Mark a course with flags, erect a few hazards and you'll have an excellent miniature golf course. If you don't have a golf ball or croquet mallet, use a paddle, tennis ball, and an old fashioned shinny stick. Now you are ready to play croquet golf. Keep your score as in regular golf, counting one for each stroke used. The lowest score wins.

66. CROWS AND CRANES

Two equal teams line up about a yard apart, with backs to each other. Each team has a goal in front of it from 20 to 30 feet distant. One team are the Crows, the other the Cranes. The Leader calls out either "crows" or "cranes", drawling the crrrr. If she calls "crows", the Crow team will rush forward to their goal, while the Cranes turn and chase them, tagging as many as possible. Any Crows tagged then join the Crane team, and vice versa. At the end of the play time the team with the most members wins.

To make the game more interesting the Leader, instead of calling out only the names of the two teams may tell a little story in which the two names are used. Such a story would be as follows: "I saw a man yesterday with a great big cr r r r rrimson cr r r r rava around his neck. He also had a very large CRANE!" (See page 27)

67. CUT THE PIE

This is a game for two boys. The only equipment needed is an ordinary pocket knife. A circle about four feet in diameter is drawn on the ground - this is the "pie". The first player stands in the circle and flings his knife down so that it sticks in the ground in the circle. He then cuts the "pie" in two by drawing a line from one edge to the other through the knife in the direction in which the blade of the knife is pointing. His opponent then chooses which "piece of the pie" he will have.

Standing in his own piece of pie he throws the knife into his opponent's piece, again cutting it as shown in Step 2 of the diagram. His opponent again chooses which piece he will have and the appropriate line is erased to add the other piece to that of the first throw.

The first player continues to fling the knife down until he either fails to stick it in the ground or misses his opponent's piece. In either case the opponent has his turn.

When the second player has his turn he must stand in his own piece while throwing the knife. Players cannot stand on each other's piece of pie or on the lines drawn, the penalty being that they lose their turn. The object of the game is to end up with so big a piece of the circle that there is not space enough left for the other player to stand in. (See page 27).

68. DARTS

On a piece of heavy cardboard or beaver board mark out a bull's eye with the center circle painted red, the next white, and the outside blue. Players stand on a line about 20 feet in front of the target and take turns throwing any specified number of darts at it, one at a time. Individual scores are kept. Score 20 points for red, 15 for white, and 10 for blue.

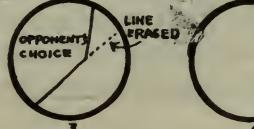
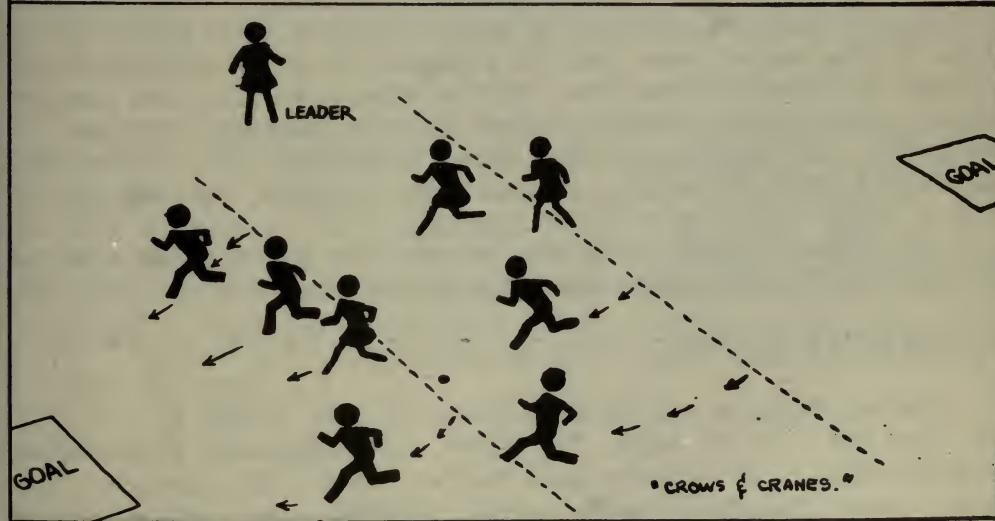
If desired the players may be formed into teams, the total of the individual scores making the team score.

If small children are playing, suction darts may be purchased at most hobby or hardware stores.

69. DAYS OF THE WEEK

Eight players and a soft rubber ball are required for this game. One player is the Leader. The others take the names of the days of the week - one is Sunday, another Monday, etc. The Leader bounces the ball against a wall at the same time calling out one of the days of the week. The player with that particu-

lar day must catch the ball after it has bounced once and throw it back to the Leader. If the player should miss he must recover the ball and try to hit one of the other players who have scattered. The player hit must drop out. If the player named fails to hit someone then he must drop out. The last player left at the end of the game wins.



"CUT THE PIE"

70. DEFENDERS AND DESTROYERS

To play this game you will need a good supply of balloons. The players are divided into two equal teams - one the Defenders, the other the Destroyers. An inflated balloon is put into play by the Leader who bats it into the air. Now the scramble is on. The Defenders try to protect the balloon while the Destroyers try to burst it by grabbing or stepping on it, pins are outlawed. A time-keeper notes how long the balloon remains intact. When it is burst the players change sides and a new balloon is put into play. The group bursting the balloon in the shortest time is the winner.

71. DODGE AND MARK

The players arrange themselves in pairs - one of each couple being the "Attack", the other the "Defence". At a given signal the "Attacks" must try to get free while the "Defences" must follow them closely and try to keep within an arms distance, so that when the whistle blows they can touch their opponents. The players then reverse the positions, so that both get a turn in covering their men.

72. DODGE BALL

The players are divided into two equal teams. One team forms a circle about 35 feet in diameter, while the other team scatters within the circle. A ball, such as a basketball, is given to the outer team, who at a signal from the Leader, throw it back and forth across the circle trying to hit the players within the circle. Once a player is hit he must drop out of the game. The players of the outer team must not step within the circle when throwing: if one does, a center player hit by such a throw is not out. (See page 31)

To score, a time limit may be set, one point being counted for each member the inner team has left at the end of the time.

73. DO THIS: DO THAT

Leader takes a position in front of the group so that all can see him. If he says "Do this", at the same time making some gesture, the players must imitate him. If, however, the Leader says "Do that" as he makes a gesture the players must remain still. Any who follow his motion when he says "Do that" are eliminated from the game, the winner being that player who stays in the game the longest.

74. DOTS AND STROKES

This is a game for two to six players depending upon the size of the chart made. The chart is made with rows of dots as in the diagram. The players take turns connecting the dots by a single stroke one at a time with the ultimate goal of making a complete box. When a player succeeds in making the box he puts his initial in it and goes on to make another. Each player tries to hinder the others by placing his strokes so as to stop any others from completing a box. At the end of the time limit or when all the dots have been connected the person with his initial in the most boxes wins the game. (See page 31)

75. DROP THE HANDKERCHIEF

The players form a circle with joined hands. One player who is "it" marches around the outside of the circle singing

"A tisket, a tasket, a green and yellow basket,
I sent a letter to my love and on the way I dropped it."

Somewhere on his route he drops a handkerchief behind one of the players. At the end of the rhyme the players look behind themselves. The one behind whom the handkerchief was dropped must pick it up and race around the outside of the circle trying to tag "it". Whoever reaches the empty place in the circle first keeps it, and the other player is "it".

76. DUCKS FLY

Leader takes a position in front of the group. She mentions something that flies at the same time waving her arms as if flying. The players wave their arms too. If, however, she mentions something that does not fly at the same time waving her arms the players must remain with their arms at their sides. For "Sparrows fly" all the players would flap their arms but if Leader said "Dogs fly" everyone but the leader must be quite still. Any who make the motion at the wrong time are eliminated from the game.

77. DUCK ON THE ROCK

Each player is provided with a duck - a bean bag if the game is played indoors, a stone for outdoors. A large rock or low post is chosen as the "duck rock", and 25 feet from it a line is drawn. A guard is selected by having all the players

throw their ducks from this line. The one whose duck falls nearest the rock becomes the first guard.

The guard lays his duck on the rock and stands by it. The other players then stand behind the line and take turns in throwing their ducks at the duck on the rock, trying to knock it off.

After each throw a player must recover his own duck and run home (back of the line). If he is tagged by the guard while trying to do this, he must change places with him. The guard may tag him whenever he is in front of the line, unless he stands with his foot on his own duck where it fell. He may stand on his duck as long as he wishes awaiting an opportunity to run home, but the moment he lifts his duck he may be tagged. He may not lay his duck on the ground once he has picked it up. The guard may not tag any player unless his own duck is on the rock. If it has been knocked off, he must pick it up and replace it before he may chase anyone. As long as the guard's duck is on the rock several players may have to wait before they can try to recover their ducks. A player tagged by the guard must put his own duck on the rock and become guard.

The one who is no longer guard must get his duck from the rock and run for the line as quickly as possible as he can now be tagged as soon as the new duck is on the rock. (See page 31)

78. DUMB CRAMBO

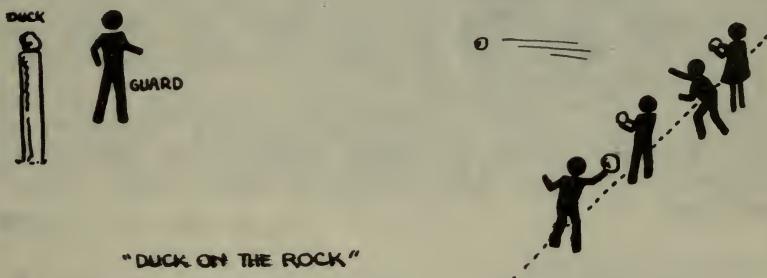
The players are divided into two teams. One team leaves the room while the other team selects a word that can be acted out without speaking. The team that went out are then told a word which rhymes with the word selected. They try amongst themselves to guess the proper word, then come in and act out the word they think was selected.

If they are wrong, those selecting the word shake their heads. The acting team then leave again and try another word.

When they guess the right word the selecting team clap their hands and then take their turn at guessing while the first team stays in the room and selects a word.

79. ESPANIOLA

This is a game for boys and is best with not more than a dozen. One player, selected as "it", crouches down as in Leap Frog while the others form a file behind a leader about five yards distant. The leader runs and leaps over "it" calling out "Espaniola" as he does so. All the other players follow doing the same thing. If in jumping over the bended player any part



of the jumper other than his hands touch him then that jumper becomes "it".

Assuming all players get over successfully, the leader then can do any one of a number of things, some of which are listed here and others which the boys will have no trouble in making up on the spur of the moment.

In each case the leader calls out the name of whatever he is doing. For example the leader may jump over calling out "Rolling Waves". For this particular trick after completing the jump he takes up a position similar to and on the far side of "it", but stooping lower than for Espaniola. The next player must jump over the two as they rock back and forth as waves. Subsequent players take up similar positions and as soon as a player cannot complete the jump successfully he is "it".

Each time a new person becomes "it", the "it" he replaces becomes the leader while all the others in the file move back one place so that the first leader is second in line, the second becomes third and so on.

Each new leader must start off his bag of tricks with "Espaniola". Some tricks leaders may choose to do are as follows:

No Hands - No part of the body, including the hands may touch "it".

Standing Timber - Leader upon completing his jump remains standing absolutely still where he lands. The next player must complete the jump and land so that he does not touch the leader. He also remains standing still where he lands. Subsequent players must not touch any of those who have completed the jump the penalty being becoming "it".

Lying Timber - After leader has completed his jump over "it" they both lie down at right angles to the file. Subsequent players also lie down close to each other after completing the jump.

80. EVERYBODY GIVE

All the children sit around a circle except one player. This player goes up to each in turn and asks, "What have you got to give me?" The children questioned gives her something, it may be some small article from around the room, a piece of jewellery, shoe, etc. When she has collected some article from each child she leaves the room for a few seconds then comes back and goes around returning each article to the person from whom she received it. Score may be kept of the articles given back correctly by each child as each has his turn.

81. EVERY MAN IN HIS OWN DEN

Any number up to about 50 can play this game. If the number is small then each player has his own den. If a large number is playing then four or five use the same den. The dens are well-defined spots scattered about the play area about 20 feet apart.

The object of the game is for the player or players in one den to tag as many players from other dens as possible.

One player starts the game by leaving his den while the others try to catch him. As soon as a player is caught he becomes a member of the den which has caught him and must work with them in trying to catch others. Players, of course, are safe when in their own dens.

The game ends when all the players are brought to one den. If there has been a time limit the den with the greatest number of players wins the game. (See page 35)

82. FAIRIES AND INDIANS

Divide the children into two groups - one the Fairies, one the Indians. The play area should also be divided into two parts, the woods for the Fairies and Teepee Town for the Indians. (See page 35)

The Fairies are asleep in the woods (sit with head bowed on knees) except one who keeps watch. The Indians come out of Teepee Town and approach the Fairies very stealthily. The Fairy on guard calls "Indians!" as soon as the Indians are right up to the Fairies. They all awake suddenly and catch as many Indians as possible before the latter can get back to their town. Any Indians who are caught must now become Fairies.

83. THE FARMER IN THE DELL

One child is selected as the Farmer. He stands in the center of a circle made by the other players. As they sing the words to this game they all march around the circle with hands joined. When they come to the words "the farmer takes a wife" the player in the center chooses one of the circle players as his wife and leads her by the hand into the center with him. When "the wife takes a child" the same process is repeated with the "wife" choosing another circle player to be the child. The game goes on in this fashion following the words until the "cheese" is selected. On the last verse all the circle players come into the center and with those already in the center they all clap their hands over the head of the "cheese" while they

sing the last verse.

If the game is to be repeated then the "cheese" becomes the "farmer".

1. "The farmer in the dell,
The farmer in the dell.
Heigh-ho, the derry oh,
The farmer in the dell!"
2. The farmer takes a wife,
The farmer takes a wife.
Heigh-ho, the derry oh,
The farmer takes a wife!"
3. The wife takes a child.
4. The child takes a nurse.
5. The nurse takes a dog.
6. The dog takes a cat.
7. The cat takes a rat.
8. The rat takes a cheese.
9. The cheese stand alone.

84. FARMYARD

The players form a circle. Each player is given the name of some barnyard animal. There are two players to each animal but they mustn't know who their partners are. At a signal from the leader each child makes the noise of the animal he is representing and tries to find his mate. When each one finds his partner the two sit down.

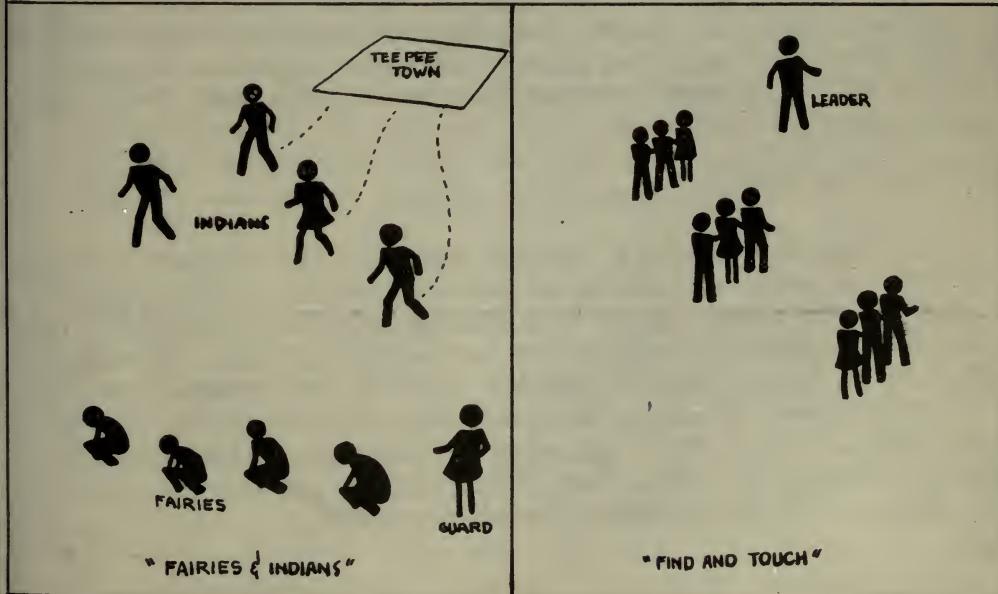
If an odd number are playing give one child who is a good sport the donkey to imitate. At the end of the game he will be left standing alone braying.

85. FETCH IT

The group is counted off by fives, sixes, sevens or eights depending on the number of players. The Leader says, "I want an acorn cup." She may name an object that can be found readily and brought back. "Number threes will fetch it." All the number threes dash away to find the object named. The first one back to the Leader with the correct object scores a point for his team. Other members of the team may indicate by motions to him where to find the object but they must not speak or leave their places.

86. FIND AND TOUCH

As many lines of players as seem desirable are formed. The players in each line join together by grasping the waist or shoulders of the person in front of them. The Leader names some object in sight by saying "Find and touch ---- a piece of wood." The object named may be indefinite such as a piece of wood, iron, leather, rock, etc. or it may be a very definite point such as the knob of a particular door, etc. At the signal each line runs to touch the object named and races back to their original place. The line first reaching its place is given one point. At the end of the game the Leader may say "Find and touch ME!" and run! (See below)



87. FIND A PARTNER

The players form a large circle facing left. They count off around the circle in fives. If the circle is small have them count off in threes or fours. At a signal from the Leader they all march around the circle until another signal is given. As the stopping signal is given each player holds up the number of fingers corresponding to the number he was given. All dash around trying to locate a partner who is holding up the same number of fingers. When a partner is located the two players link arms and step back into the circle. When the signal is given they start walking around the circle together. Any who did not find a partner before the signal was given must stand in the center of the circle until the next signal to get a new partner is given. At this next signal, those who are marching around with partners must leave them and find new partners.

88. FIND THE LEADER

The players form a circle and stand facing the center. One player has been selected as "it" and is sent out of the room. One of the people in the circle is picked to be the leader. He starts some action such as waving an arm, stamping, etc. The player who is "it" is then called back into the room and goes to the center of the circle. He then tries to discover which of the gesticulating players is the leader. At every opportunity when "it's" back is turned the leader changes the action. When the leader has been discovered "it" chooses another player to take his place. After this person leaves the room the leader chooses someone else to be the next leader and the game goes on as before.

89. FIND THE PENNY

The players sit in a single circle. One player is sent away while a penny or button is secreted on one of the players. It must be in plain sight but can be well camouflaged. The group starts clapping softly as the outside player is brought back. It is this player's object to find the hidden article. As he gets close to where it is hidden the clapping becomes louder and in this way the group guides the hunting player. When he finds it he takes the place of the person on whom it was hidden while that person leaves the room.

90. FIND THE RING

The players form a circle, either sitting or standing. Each player holds with both hands a continuous cord on which is a ring. The players forming the circle pass the ring from one to another while a center player tries to locate it. The one caught with it under his hand changes places with the center player.

91. FISH AND NET

Two goals are marked off at opposite ends of the playing area. The players are divided into two groups - the fish and the net. The fish huddle together in one goal while the net players join hands and take their place in the "sea" or space between the goals. When the Leader calls "Fish run!" all the fish players must cross the "sea" and try to get to the other goal where they are safe. As they are crossing some of them may get caught in the net. Any who are caught must join onto the net and help catch other fish the next time they cross the sea. When all the fish are caught the players change places with the original net players becoming fish and the fish players forming the net. (See page 39)

92. FIVE CLUBS

The players form a circle. One player stands in the center with five Indian clubs around him. A large ball is given to the circle players who try to knock the clubs down by throwing the ball at them as rapidly as possible. The center player must try to keep all the clubs standing and may pick up any knocked down to put them in their original position. The circle player who knocks down the last standing club then takes the place of the center player. (See page 39)

93. THE FLOWERS AND THE WIND

The players are divided into two equal groups and the playing space is divided into three equal parts - the Wind's goal, the Flowers' goal and the Field. One group of players represent the Flowers, while the other group are the Wind.

The Flowers meet in their goal and decide what particular flower they will be. When they have decided they go into the Field and play about until the Wind players guess the right flower. When they hit upon the right one they dash into the Field to blow away (tag) as many Flowers as possible before

they can get to their goal. The Flowers that are blown away are put into a box for safe keeping - a corner in the Wind goal. The game is repeated until all the flowers have been blown away.

94. FLYING BALL

The players form a circle with one player as "it" in the center. A large ball (volley or basketball) is thrown from one player to another, either to a neighboring player or to one across the circle. "It" tries to catch the ball as it is thrown. If he is successful, the player who last threw the ball changes places with "it". (See page 39)

95. FLYING DUTCHMEN

The players form a large circle and clasp each others' hands. Two players have been selected to be the "Flying Dutchmen". These two run around the outside of the circle holding hands. Suddenly the inside player of the two grasps the clasped hands of two of the circle players. These two immediately run in the opposite direction to the "Flying Dutchmen". Thus the game has turned into a race around the circle between the two couples. The couple back to the starting place first fill the vacant places while the other couple are the "Flying Dutchmen" for the next round. (See page 39)

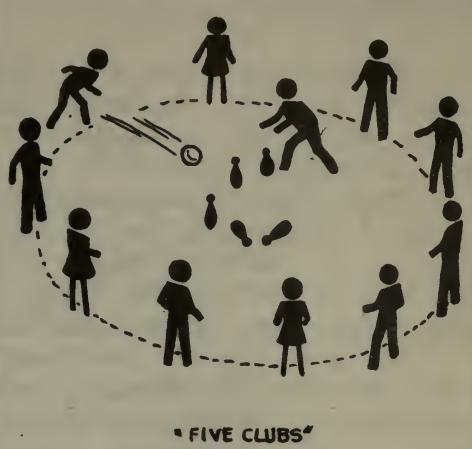
96. FOLLOW THE LEADER

All the players line up behind one who has been chosen by some interesting counting-out method to be the leader. The Leader runs, skips, hops, etc. going over some objects, under others and generally setting a zig-zag course. No matter what the Leader does the players in the file must do the same thing. The harder the stunts performed by the Leader the better the game. When a player is unable to perform a feat he must drop out or go to the end of the line. The game is over when the Leader has only one player behind him or when the line has changed so that the person second in line was the first one to go to the end of the line.



"FISH & NET"

GOAL



"FIVE CLUBS"



"FLYING BALL"



"FLYING DUTCHMEN"

97. FOOL BALL

The players form a single circle, while one player designated as "it" stands in the center. This person is given a large ball which he throws to any of the circle players who catch it and toss it back.

However, "it" may just go through the motion of throwing the ball but keep it in his possession. If the player to whom he seems to throw it raises his arms or otherwise moves as if to catch it he must sit down. When all the players are sitting except one, this one becomes the new "it" for the next game.

The game may be continued from the sitting position, in which case players making an error would stand and the person who remains sitting longest would be the next "it".

98. FOREST OUTLOOK

All the players except one are arranged in a double circle facing in. The inside players are Trees and the outside ones are Firemen. Each Fireman stands directly behind a Tree.

The odd player is the Fire Warden and takes his place in the center of the circle. The Fire Warden looks about then suddenly cries, "Fire in the forest, run, run, run!" and claps his hands. The Firemen, upon that signal, race around to the left. Suddenly the Fire Warden stops clapping his hands and dashes in front of a Tree. The Firemen do likewise the moment the clapping stops. (See page 42)

The Fireman who fails to find a Tree becomes Fire Warden for the next game and the Trees become Firemen.

99. FOX AND GEESE DODGE BALL

The players are divided into two equal teams. One team forms a large circle, players standing about arm's distance apart. The other team form a "snake" inside the circle, that is they stand one behind the other, all with hands clasped around the waist of the player in front of them.

As the ball is thrown at the inside team the first player in the "snake" may strike it with his hands, and the first three players are allowed to kick it. All the line try to protect the last player who must not allow the ball to hit him. If he is hit, then he drops out of the game hence the whole team try to protect the end person. If any of the players should lose their hold on the person in front of them then all behind the break in the line must drop. (See page 42)

When all have been eliminated the groups change places.

The group which has players remaining in the center the longest wins the game.

100. FOX AND HOUND

One person has been selected as the Hound, another as the Fox. All the other players stand in ranks and files about six feet apart, each with arms outstretched to the side about shoulder height.

At the starting signal the Hound chases the Fox up and down the aisles left open by the other players, but neither can go through or under the outstretched arms.

At the Leader's signal "Change right" or "Change left" the rank and file players make a quarter turn to the left or right as indicated thus changing the direction of the open aisles. Signals to change should be given often. If the Fox is tagged two new players are chosen to be the runners, trading places with the two who have just finished. (See page 42)

101. FOX AND SQUIRREL

The players are formed into any number of double lines with the players in each double line standing about four feet apart. (See page 42)

One object representing a Squirrel is passed rapidly zig-zag down each double line followed immediately by another, representing a Fox. The players try to keep the Squirrel from being caught by the Fox and try to have their line finish first.

102. FREE AND CAUGHT

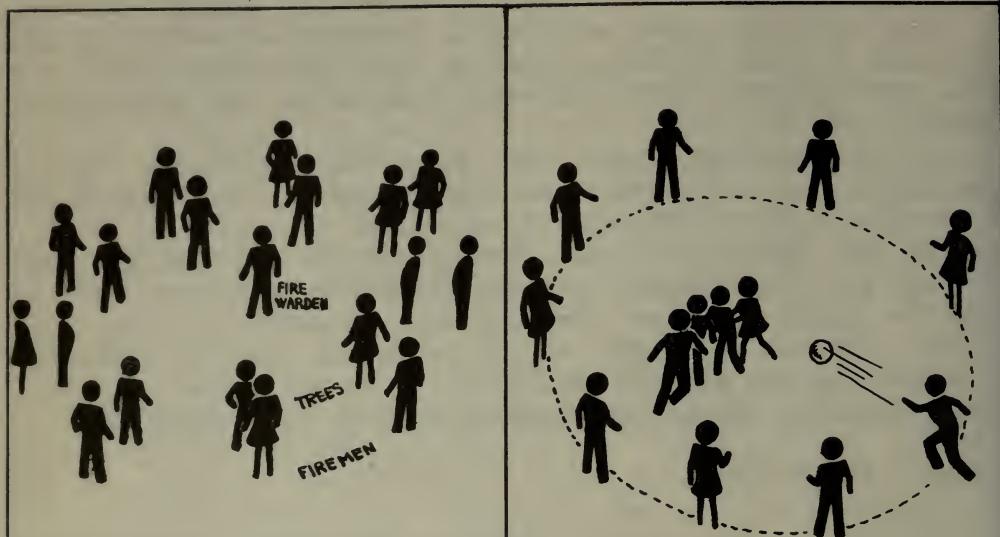
Three or four of the children are chosen to be Chasers. The others are Free players and are spread out over the playing area.

The object of the game is for the Chasers to tag as many of the others as possible. When a Free player is tagged he will sit down. Any sitting players may be brought into the game again by a touch from another Free player. Thus the game becomes a competition between the Chasers and the Free players.

103. FROG IN THE SEA

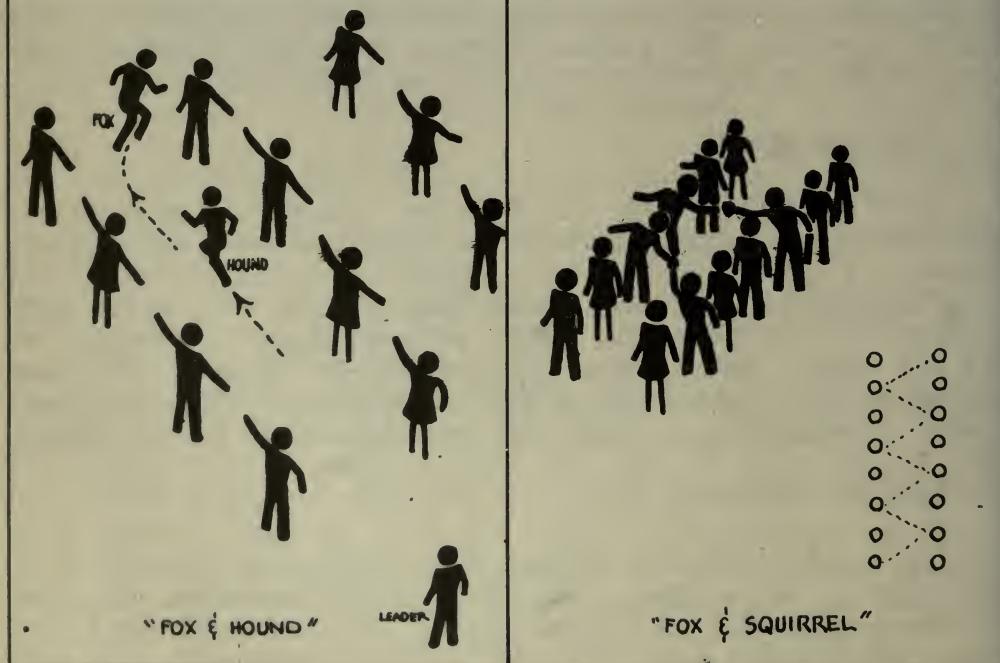
One player, who sits tailor fashion in the center of a small circle, is the Frog. The other players approach the circle chanting, "Frog in the sea can't Catch me". The Frog may never move from his position but as the others get more and

more daring he will have a chance to tag one of them. The tagged player then becomes the Frog while that player joins in the teasing.



"FOREST OUTLOOK"

"FOX AND GEEGE DODGE BALL"



"FOX & HOUND"

LEADER

"FOX & SQUIRREL"

104. FRUIT BASKET

The children sit in a circle (or any other convenient formation). Each child is given the name of a fruit. The leader calls out the name of two fruits at a time, e.g. "pear and apple". The two having those particular names must rush for each other's seats and try to reach them before the leader can get to one of them. The person left without a seat is the next leader.

At the call "Fruit basket upset" everyone must change seats while the leader tries to find a place for herself.

105. GARDEN SCAMP

The players form a circle holding hands. Two players are selected, one as the Gardener, one as the Scamp. The Gardener stays outside the circle while the Scamp is inside.

The Gardener strolls about, looks up suddenly and sees the Scamp in his "garden".

"Who let you in my garden", he says.

"No one", taunts the intruder.

At this, the Gardener rushes in and tries to catch the Scamp who weaves in and out of the circle, under the joined hands, over them, and even between legs. The Gardener must follow the exact path set by the Scamp and copy all his antics. If he should at any time fail to do this the Leader calls "time" and either the Scamp or the Leader selects a new Gardener, the other one joining the ring.

When the Gardener catches the Scamp by tagging him he joins the circle and the Scamp becomes the new Gardener while the Leader selects a new Scamp.

106. GEOGRAPHY CHAIN

This game should be limited to about a dozen players. One of them starts the game by naming a city or other geographical division beginning with the letter A. The next player must then name a place beginning with the last letter of the first player's choice. If the first player gave Atlantic City then the second would have to name a place beginning with the letter Y: he may say Youngstown. The third player would then take N as his letter and may say New York, the fourth would name a place beginning with K, such as Kansas and so on.

All answers must be given before the Leader or the group can count to ten very quietly. If a player cannot think of a place in that time then he must drop out of the game as do any

who make an error. The last person to be eliminated is the winner.

107. GHOSTS

The players sit in a circle or in any other convenient formation. To start the game one player mentions a letter then each of the other players in turn add one letter each which will form a word but not finish it.

The first three letters do not count but after that if a player adds a letter which completes a word that player is a third of a ghost. For example the first three letters named may be M A D, if the fourth player adds E the word MADE is formed and he becomes a third of a ghost.

When a player becomes a whole ghost he is out of the game as far as adding letters is concerned. However he may chatter to the other players and try to confuse them. If they answer him then they become third-ghosts.

If a player adds a letter that will not form a word then he also becomes a third-ghost. The game continues until all are ghosts or part ghosts. The person who stays in the game the longest without becoming a part ghost is the winner.

108. GIANT'S CASTLE

The younger children get a great deal of fun out of this game which can be played either indoors or outside.

A plot of ground about five feet square is marked off, or a mat about that size may be used. This is the "Giant's Castle" and in it sits one child who has been selected as the Giant. The other children run onto different parts of the castle taunting, "Giant, I'm in your castle!" If the Giant catches (tags) anyone while in his castle then that person is the giant next. (See page 47)

109. GIVE

The players are formed into any number of equal teams to play this game. Each team stands behind a line in file formation and numbers off. The Leader stands about twenty feet in front and says, "Give me a ____." Each team tries to produce the article called for in the shortest possible time. When they have found it they give it to their runner, who is number one in each team. The runner dashes to the Leader and drops the article at his feet, then races back.

Anyone on the team may assist in getting the article, but

only the runner may deliver it. All number twos are the next runners and so on down the lines until everyone has had a turn. A note of suspense may be added to the game by mixing up the order of the numbers so that the Leader would say "Give me a ---, number Four!" then number Six and so on.

Suggested articles to be called for are a bobby pin, a left shoe, a belt, ribbon, white stone, leaf, etc. The team finding and delivering the article first scores five points.

110. GO AND GO BACK

This game is like an ordinary dash but when the contestants start no one knows whether the end of the race will be across the starting or the finishing line.

The runners line up as for a dash and start in the same way. However, each time the Leader blows a whistle they reverse directions. After this has been done several times they are allowed to finish the race across either line, whichever they are facing.

111. GOOSE EGG

The children sit on the floor forming a large circle. Each has a paper egg. The words "Goose Egg" are written on the front of one of the eggs but the backs are all the same. The eggs are placed face down on the floor and at the word "go" are passed or slid rapidly to the left.

Leader counts to ten then says "Stop". The eggs are then turned over and the child with the "Goose Egg" in his possession is eliminated. The game goes on until only one player is left.

112. GOSSIP

This is a good game to play at a banquet or large party, or try it in the classroom.

The first player in a line makes up a sentence and whispers it to the second player, who in turn whispers it exactly as he heard it to the third and so on through all the players.

Once a player has whispered the sentence to his neighbor he may not repeat it.

The last player stands and says the sentence he heard aloud, which is usually very far removed from the sentence the first player whispered to the second.

113. GREAT WALL OF CHINA

A marked stretch of any kind of fence or low wall is designated as the "Great Wall of China". A guardian is chosen and is posted on the wall if possible. If a fence is being used he hides behind it. There are two goals, one on either side of the wall, each about twenty feet distant from it.

The players try to get from goal to goal by going over the wall without being caught by the guardian. The guardian may not leave the wall to catch any of the invaders, but once a player is caught (tagged) he becomes an assistant guardian and helps to catch others. (See page 47)

If in endeavoring to catch an invader, the original guardian loses his balance and falls or has to jump from the wall, all assistants are freed and the game starts over again.

114. GROCERY STORE

Any number of children can play this game. The first player starts the game by saying, "My father has a grocery store and he sells A". The person next in turn must then name an article starting with the letter A which is found in a grocery store. For example he may say "Apples". If he names a correct article he takes his turn in the same way but going on to the next letter of the alphabet - "My father has a grocery store and he sells B".

If a player is unable to name an item beginning with the letter named then he must miss his turn and the same letter goes on until someone can complete the sentence.

115. GROUPS

The players run freely in a large circle. The Leader calls out a number and immediately the players must run into groups of that number and join hands. Any players who fail to make a group either drop out or are made to pay some sort of penalty, such as stay out of the game for the next group.

116. GROUPS II

This is very much the same as the game listed above but has a slight variation. The players move around in a large circle while the Leader tells a story which contains numbers. If he should say the number 3, then all the players must form groups of 3 sitting on the floor, and likewise with other numbers mentioned. Those players who fail to get in a group must

drop out of the game, the winners being those who stay in the longest.

117. GUESS IT

One player has been selected to be "it". This person chooses some object, telling the Leader what that object is, but not the other members of the group.

The rest of the players then try to discover what it is by asking "it" questions. The questions may be answered by only a "yes" or a "no". The first person to guess the object correctly is the new "it".



"GIANT'S CASTLE"



"GREAT WALL OF CHINA"

118. GUESS MY NAME

The players are divided into any number of equal groups. The Leader then describes something, first naming the category. The players must guess what it is she is describing. She will give out a number of hints as to what it is, allowing the guessing to take place after each hint. For example she may say:

I am a Mammal (category)

1. I am of the gnawing family
2. I eat bark
3. I am an excellent swimmer and can dive
4. My fur is brown and is highly prized
5. I am about the size of a fox
6. I have a hard flat tail
7. I can build houses of sticks and can dam up rivers and streams.

I am a BEAVER.

Scoring: In this case seven hints about the mammal were given. If one group should guess Beaver on the first hint, then score seven points for that team, six if they should guess it on the second hint, five for the third, and so on. To know the number of points to score you will have to keep track of the number of hints you give. If none of the groups are able to guess a question, take three points away from each.

119. GUGGENHEIM

This is a quiet game and is suitable for any number of players at a party or in a classroom. Each player has a chart similar to the one shown. Various classifications are written in the spaces across the top. These may be almost anything - proper names, cities, countries, trees, actors, book titles, flowers, authors, etc. A word is printed down the left hand column. This word may be of any length or may be a series of miscellaneous letters. If the game is being played at a "special event" party then some word associated with the occasion is used. In any case the word is the same on each of the charts.

Each player tries to fill in all the squares using the letter in the left hand column as the first letter of each word under each category. At the end of the time limit the players in turn call out the words they have used. Each square is scored separately, one point being allotted for each. If, however, a player has used a correct word not used by anyone else he gets one extra point for each player participating.

For example, if twelve people are playing the game a word used by only one player would score twelve points for him. The player with the highest score wins. (See page 51)

120 HAND PUSH

Two teams line up facing each other toe to toe, with feet spread about twenty inches. Each player raises both hands and places them against the palms of his opponent at shoulder level. At the signal to start, each contestant pushes against the hands of his opponent trying to make him step back. When one player has stepped back, those two drop out and wait until the entire teams have finished. The performance is repeated again until five bouts have taken place. A count is kept of the number of successful pushers each team has in each of the five bouts, the one with the greater number winning.
(See page 51)

121. HAND TAG

The children stand in a circle with shoulders touching. Each puts his hands forward, waist high, with the palms upwards. One player in the middle of the circle tries to slap a player's hands before that player can drop them or turn them over. If he is successful he joins the circle while the one whose hands were slapped steps into the middle to resume the game.

122. HANGMAN

Either individuals or teams can play this game. One player decides on a word which the other side must guess. When he has chosen the word he writes as many strokes on the blackboard as there are letters in the word, example --- if the word be "tin". The player (s) on the opposite side then must guess the word letter by letter.

If the guess is correct the letter is put in the proper stroke. If, however, the guess is wrong the first stroke of a gallows is made. Every wrong guess adds one more stroke to the gallows, then to a man hanging on it until the word is guessed or the picture completed.

It should be determined in advance how many strokes can be used in the drawing. Ten strokes is the usual number: 1 the base of the gallows, 2 the upright, 3 the cross bar, 4 the man's head, 5 the body, 6 and 7 the arms, 8 and 9 legs, and 10 the rope to hang him.

After one team or person has had his try at selecting a word for the others to guess then the next team or person withdraws to select a word. If the gallows picture should be completed though, that team continues to choose the words until one is guessed correctly. (See page 51)

123. HARES AND HOUNDS

This game is very like the old "Paper Chase" and, like it requires a good deal of space. A wooded area is ideal.

Two of the players are Hares and the rest are Hounds. The Hares are given a bag of torn paper or they may tear their own on the way. They are given a ten minute start (if the playing space is fairly small give less time). While the Hounds are waiting at base the Hares are scampering off together leaving a trail of paper as they go. When the time is up the Hounds rush out to hunt them, all watching for the trail. When the Hares are sighted the Hounds do all in their power to prevent them from reaching base before being tagged. The game is over when one of the Hares has been caught or when they both reach base safely.

124. HAVE YOU SEEN MY SHEEP?

The players stand in a circle. One player is the Shepherd and walks around the outside of the circle. He taps one of the players on the back and asks, "Have you seen my sheep?"

"How was he dressed?" asks the player.

The Shepherd then describes the dress of someone in the circle, saying for instance, "He wears a red sweater and grey pants."

The one questioned then names the player whom he thinks this describes, and if right at once begins to chase him around the outside of the circle. Each of the circle players must be alert to recognize himself in the description given by the Shepherd, for immediately he is named he must run around the circle, chased by the player who guessed and try to reach his own place before being tagged.

The Shepherd does not take part in the chase, but should the runner be tagged before he can reach his place then the Shepherd takes that place and the runner is the next Shepherd.

125. HAWK EYE

Scoutin' Eye

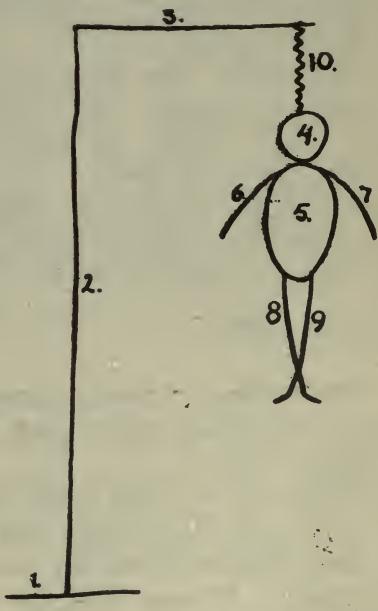
Several duplicate pictures are placed about the room. Magazine covers serve the purpose very well. In a given time

the players write down as many objects as possible in the picture which start with the letter S or any other letter that might be named. The person with the longest correct list wins the game.

	BOY'S NAME	TREE	GIRL'S NAME	AUTHOR
H	Harold	Hawthorne	Hazel	Hemingway
E	Edward	Elm	Ella	
A	Andrew	Ash	Adeline	
R	Rodney		Ruth	
T	Thomas		Teresa	Shakespeare



"HAND PUSH"



"HANGMAN"

126. HEE HAW

The players count aloud around a circle or down rows. Every time a multiple of seven is reached the player whose turn it is must say "Hee Haw" instead of the number. Any player who makes a mistake must thereafter say "Hee Haw" every time his turn comes up in addition to his number. For each additional mistake he adds on another "Hee Haw".

127. HERE, THERE, WHERE

One end of the playing area is named "Here", while the opposite end is "There", and the center of the area is "Where".

As the Leader points to a section and names it the children rush to that section but only if it is named correctly. Occasionally the Leader will point to "Here" and say "There" and vice versa, in which case the children will not run.

128. HIDE AND SEEK

Any number of children may play this game. One player is "it" and stands facing a base (tree etc.) counting aloud to one hundred by fives while the others hide themselves. When she has reached one hundred she calls out:

"Ready or not, you must be caught,

Hiding around the goal or not.

First caught's it!"

With this she sets out to find the other players. When she sees a player she races back, touches the goal and says "One, two, three on Mary". The person caught (Mary) is then "it" for the next game. If the opportunity arises while "it" is searching, a player may beat her to the goal, calling out "Home Free!" as she touches it. This player is now "free" and must stay around the goal until someone is caught.

129. HILL DILL

Two walls, trees, lines, etc. are the goals. The players stand at one goal while one player stands between the two goals and calls out:

"Hill dill, come over the hill,

Or else I'll catch you standing still!"

The players then try to get to the other goal without being tagged. If any fail to leave the goal they are in they can be tagged there. All tagged players join the original tagger and try to catch the remaining players. (See page 55)

130. HIT THE CAT

Two or more equal teams are formed, each player taking his turn to "hit the cat". The "cat" is a stick about six inches long and is leaned against a small stone, etc. The bat is a stick about two feet long - a broom handle make a good bat.

With the bat the player strikes the projecting end of the "cat", flipping it into the air. As it spins in the air the batter tries to hit it as far as possible. His score is the number of bat lengths that he knocks it. Each batter has three strikes and if he misses each time he is out. Several rounds may be played, the team with the highest score winning. In scoring, half or more of a bat length is counted as a full length.

131. HOIST THE SAIL

Any number of players are divided into two teams, each team with a captain. One team stays at the goal while the other team goes off and hides. The captain gets his team well hidden then gives them instructions as to what to do. For instance, he may say, "If I call "Lemon" that means you are to lie low, "Oyster" means to start creeping up, "Banana" means to run for the home goal".

Then, in a roundabout way to mislead the waiting group, he returns to the goal. With his arm he indicates three directions saying, "They are either this way, or that way, or that way". One of these is the right direction.

The group decides on which one of the directions they will follow. As **they set out** the captain of the hidden team shouts his disguised directions to his team. If they reach home before the searching team they all shout "Hoist the Sail!" which is the signal for the others to stop searching. If, however, the other team tags any one of them or reaches home first then they are the ones to hide next. (See page 55)

132. HOOK ARM TAG

All the players except one have a partner. The partners link arms and each places her free hand on her hip. The extra player, "it", tries to link her arm with one of the partners. If successful, the other partner is the new "it". (See page 55)

133. HOOP RACE

Two or more teams are formed, each of which stands in a

single file. A hoop is given to the leader of each team. At the word "Go" each leader passes it from over his head down to the floor, steps out of it and passes it, from above the head to the next player in the line. Each player repeats this performance. When the last player has finished he runs with it to the front of his line. The team finishing first wins.

134. HOORAY

The Leader makes a speech often repeating the name of some well-known hero. Every time the name is mentioned he raises either of his hands. If he raises the right one, the children shout "Hooray!", if the left one, they clap. If he should raise both hands at the same time the children shout "Hooray" and clap at the same time. If any one does the wrong thing any time he must take his place beside the leader facing the group.

135. HOP SCOTCH

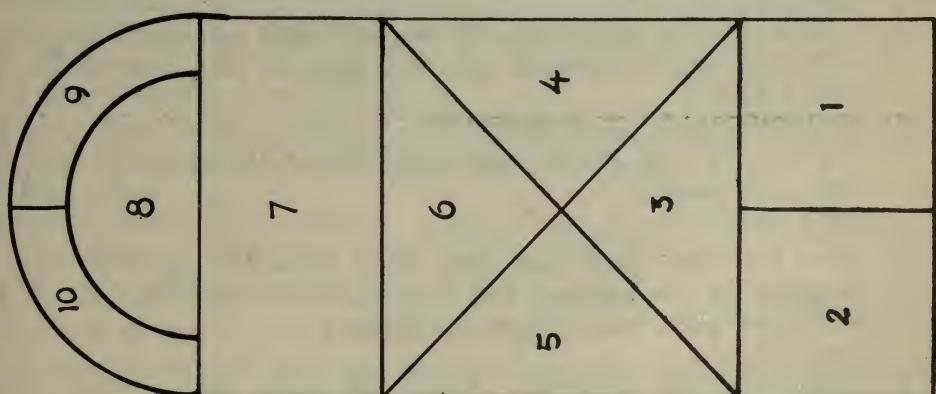
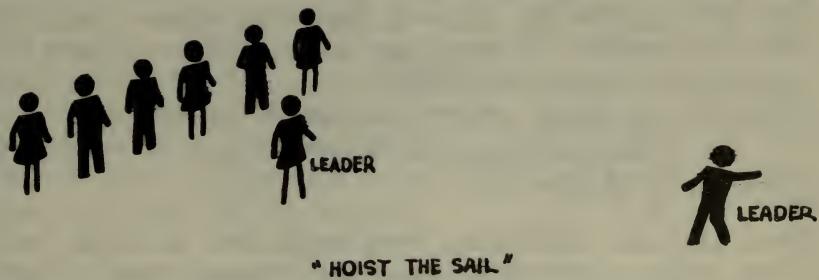
Hop Scotch is played in various forms in many countries. Its popularity has been continuous through many generations, and it has several advantages to commend it for use in the playground programme; the equipment costs nothing, the space needed is only 5 x 15 feet, two to ten players may play in turn. The game requires concentration on certain fine movements but also exercises the large muscle groups.

The following rules have been adopted by the National Rules Committee on Athletics and Games of the National Recreation Association:

1. The object of the Game. The object of the game is to perform a number of stunts in the fewest trials. It consists in tossing a small object called a "puck" into well-defined spaces marked to form a court, following a certain order of progression. The puck is then retrieved by means of kicking it beyond the line, while performing a series of hops, jumps, or steps. The first person completing the stunts after all players have had an equal number of turns wins. Any of the tournament methods may be used.

2. The Equipment. A puck is needed, usually a stone, not over 3-1/2 inches in length. Court - shall be outlined according to the accompanying diagram, lines being of uniform width chalked or painted upon a smooth and level cement surface.

3. Rules. Starting Position - Contestants shall stand in hopping pose on one foot beyond the baseline of the court with puck in one hand.



Stunt No. 1.

- A. Toss or drop puck into square No. 1.
- B. Hop into square No. 1.
- C. Take any number of hops in square without touching any line with hopping foot or any other part of body before, during or after touching puck in square with hopping foot only.
- D. Kick puck out of square over and beyond baseline.
- E. Finally, hop out of square over and beyond baseline. Don't step out. If no error has been made, proceed.

Stunt No. 2.

- A. From starting position, toss puck into square No. 2.
- B. Hop into square No. 1, and then into square No. 2.
- C. Take any number of hops and kick puck in square or directly out beyond baseline.
- D. Finally, retrace course outward by hopping to square No. 1, then hopping beyond baseline. If no error, proceed to Stunt No. 3.

Stunt No. 3.

- A. From starting position, toss puck into triangle No. 3.
- B. From this position, standing on one foot, leap into squares landing with right foot in No. 1 and left foot in No. 2 at the same instant.
- C. Jump from both feet and land on either foot in triangle.
- D. When ready, after pushing or sliding puck with hopping foot, kick puck toward or beyond baseline. If it stops in a square of smaller number without resting on a line it must be retrieved as follows:
- E. Return by leaping into squares 1 and 2 with right foot in No. 2 and left foot in No. 1 at the same time. If puck has only reached one of these squares raise either foot and, while hopping, kick puck out. Then hop beyond baseline. If no error, proceed.

Stunt No. 4.

- A. From starting position, toss puck into triangle No. 4.
- B. Advance as in Stunt 3 to triangle 3 and hop into triangle No. 4.
- C. Retrieve puck as in Stunt 3.
- D. Hop into 3 and return as in Stunt 3. If no error has been made, proceed.

Stunt No. 5.

- A. From starting position toss puck into triangle No. 5.
- B. Advance as in Stunt 4 and hop into triangle No. 5.
- C. Retrieve puck and return as before.

Stunt No. 6.

- A. From starting position, toss puck into triangle No. 6.

- B. Advance as in Stunt 3 to No. 3.
- C. Leap to alight with right foot in triangle 4 and left foot in triangle 5 at the same time, and jump from both feet to land on one foot in triangle 6.
- D. Retrieve puck as before.
- E. Return by leaping to alight with right foot in 5 and left foot in 4 at the same time. Jump into 3 with one foot only. Leap into 2 and 1 with the right foot in 2 and left foot in 1 at the same time, and jump out beyond baseline to land on one foot.

Stunt No. 7.

- A. From starting position, toss puck into rectangle No. 7.
- B. Advance as in Stunt No. 6 and leap to land on both feet at the same time in rectangle 7.
- C. Walk about in 7, moving puck with foot or feet alone until in position to retrieve it by kicking it out over the baseline or into a space of smaller number.
- D. Return by raising one foot and hopping into triangle 6, and continue out as before.

Stunt No. 8.

- A. From starting position, toss puck into semi-circle No. 8.
- B. Advance as before to 7 and when ready to progress to space 8, raise either foot and hop out of rectangle into semi-circle, landing on one foot.
- C. Retrieve puck as before.
- D. Return by leaping to land both feet at the same time in rectangle 7 and when ready continue as in Stunt 7.

Stunt No. 9.

- A. From starting position toss puck into arc No. 9.
- B. Advance as in Stunt No. 8.
- C. Retrieve while in hopping position in semi-circle by picking up the puck by hand from arc No. 9.
- D. Return as in Stunt No. 8 carrying puck in hand.

Stunt No. 10.

- A. From starting position, toss puck into arc No. 10.
- B. Advance as in Stunt No. 9 and hop into arc 10.
- C. Retrieve as in Stunt No. 9.
- D. Hop into semi-circle 8 and return as before, stopping for a few seconds' rest in No. 7, if desired.

Stunt No. 11.

- A. From starting position, without tossing or carrying puck, advance as in Stunt 8 to semi-circle.
- B. Leap to land on both feet at the same time with right foot in arc 9 and left in arc 10.
- C. About face and reverse position of feet by a leaping half turn.

D. Return by jumping to land on one foot in semi-circle and continue out according to Stunt No. 8. (See page 55)
FOULS, ERRORS, OR MISSES.

The following are penalized by loss of turn:

1. Tossing puck while not in proper hopping position back of baseline. Leaning over is allowable.
2. Puck, on throw, does not come to rest entirely within designated space so that a vertical line dropped from any edge of puck intersects one of the court lines.
3. Puck, on kick, comes to rest so that a vertical line dropped through any part of it touches a court line.
4. Puck, on kick, passes out of court over a side line, not the baseline.
5. Touching any court line with footwear or coming to rest on a foot so that a vertical line dropped through the footwear would touch a line.
6. Any irregularity in progression as judged by the umpire.

136. HOP SCOTCH VARIATIONS

A very popular form of Hop Scotch is played exactly as the regular game except that the court is a true rectangle and all of the spaces are of identical size and shape.

When a player finishes a round, she writes her name in any particular block. From then on the other players must keep out of this particular block but the player whose name is written in it is free to rest there if she wishes.

When writing their names in any of the blocks, the players try to select those which will prevent the other players from continuing the game. If a player writes her name in block No. 3, the other players in playing their rounds must jump from block 2 to 4 when playing No. 4 block. However, when playing No. 3 they must retrieve No. 3 while standing in block No. 2. The puck must always be retrieved from a lower block than the one in which the puck rests. For example, if players' names are written in both 3 and 4 the player must retrieve the puck from No. 4 block while standing in No. 2. She cannot jump to No. 5 to get it even though it would be easier to reach in this way. The player wins whose name is written in most spaces when everyone has finished her turn or when she can no longer continue the game. (See page 59)

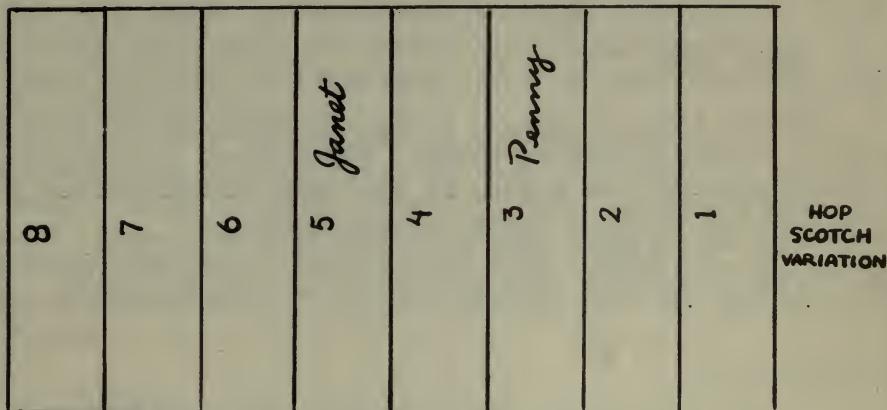
137. HORSE AND RIDER

This is a game for kids Half of the kids are horses and

carry the other half, who are riders on their backs in "piggy-back" fashion. A basket-ball is tossed from one rider to another as the horses run about. If a rider misses a ball all the riders dismount and run. The first horse who gets the ball calls "Halt", upon which the riders must stop immediately.

The horse holding the ball then tries to hit a rider with it, throwing it from the spot at which he picked it up. The riders may not move from their positions but may sway their bodies to miss the ball as long as their feet remain in the one spot.

If the horse is successful in hitting a rider, all of the riders become horses, and all the horses are riders. If he did not hit a rider then the game continues as before. (See below)



"HORSE & RIDER"

138. HORSEBACK WRESTLING

This is another game for boys who like rough and tumble play.

Half the boys are horses, the other half wrestlers riding piggy-back fashion on the backs of the horses.

The wrestlers endeavor to make each other lose balance or otherwise pull each other off the backs of the horses. Once a wrestler is downed both he and his horse are out of the game until all but one wrestler is out. The one left is the winner.

For the next game the players change positions with the horses becoming the wrestlers.

Obviously this game should be played on soft turf, if it is to be played indoors, however, tumbling mats should be spread around the floor. (See page 62)

139. HORSE RACE

Either teams or single groups of three may be used in this game. To form a team of horses two players join inside hands. A third player, the driver of the team, stands behind them and takes hold of each of their outside hands.

When the teams have been formed the starting signal is given and the groups race each other around the room. (See page 62)

140. HOT BOX

This game is played by either three or four players.

There are two bases about 40 feet apart. Two players stand on one base while one player is on the second base. One of the players is equipped with a ball which is thrown back and forth from base to base.

The odd player tries to get from one base to the other while the ball is being thrown. He may be caught in the middle between the bases. This is a "hot box" from which the game gets its name. If he is caught in a hot box the base players can move toward him, off their bases in an endeavor to tag him with the ball. Once tagged he is out and the base player who tagged him changes places with him.

If four players are in the game then there is a runner on each base. They endeavor to change bases when the ball is thrown. A complete exchange of bases is one run. Both players must be got out before the base players become the runners.

When one player only is left he scores half a run when running from one base to the other. A whole run is back and

forth for one player or a changing of the bases for two players. There is no rule against both the runners being caught on one base. (See page 62)

141. HOT FOOT

This game can be played by any even number of players. Two goals or bases are marked off about 20 feet apart. The players are divided into two teams, each with a base, the ground between being neutral. The object of the game is for each player to hop across the enemy team's base line, yet stop any opponent from doing the same on his side. The players hop on one foot and must keep their arms folded but they can butt and push each other with the shoulders. A player can put his foot down only when he is behind his own goal line. If he should let his foot touch the ground or let his arms become unfolded when not behind his own goal then he must join the forces of the opposing team.

When a player is successful in getting into enemy territory, he may claim for his own team any one member of the opposing team. The new player then joins his captive's team and continues to play from the opposite side. Both player and captive must hop back to the first goal line before they can be active in the game again. The side ending with all the players wins the game.

142. HUMAN HURDLE

The players are formed into teams of from 10 to 15 players. Each team forms a large circle, numbers off, then the players lie face down with feet toward the center.

At the starting signal, No. 1 jumps up and runs around the circle leaping over the players as he goes. As soon as No. 2 has been jumped over he does the same as No. 1, following him around the circle and back to place.

Each player in turn does the same until every player has jumped over every other player and has returned to his original place and position.

The team finishing first wins. (See page 62)

143. IDENTITY

Heav band

Names of famous people are pinned on the backs of the players. By asking questions of the other players, each one tries to guess his own identity.

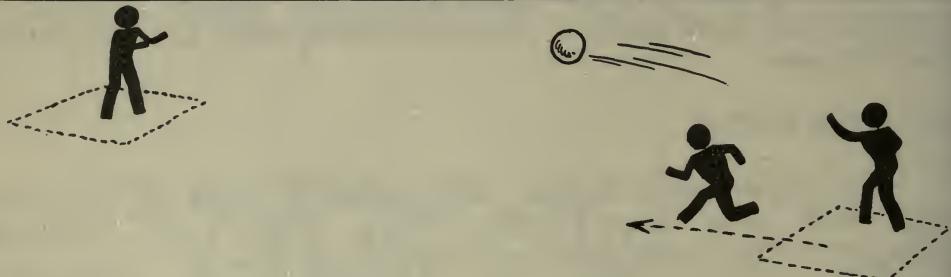
Questions must be asked in such a way that they can be



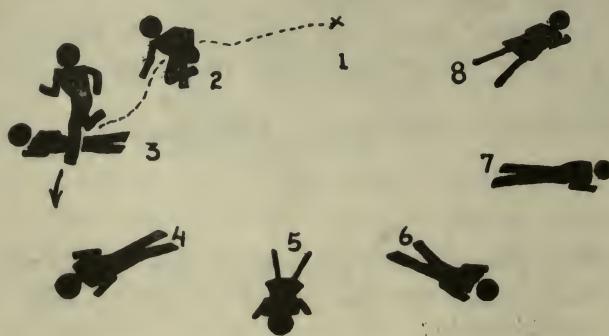
"HORSE BACK WRESTLING."



"HORSE RACE"



"HOT BOX"



"HUMAN HURDLE"

answered by either "Yes" or "No". A good way to start out is to ask, "Am I living?" If the answer is "No", the next question might be, "Am I a character in fiction?" It is surprising how quickly people can guess even the most obscure characters through pointed questions.

144. I DRAW A SNAKE

From 6 to 10 players stand in a group around one who is "it", standing with back to the group. While "it" covers his eyes one player draws a wiggly line down his back saying, "I draw a snake down your back. Who pokes it?" Another player now pokes the back. "It" turns around and tries to guess who poked him.

After naming the player he thinks did it he names some penalty such as, "Hop across the street and back." If the player he named is not the correct one then he must perform the penalty himself and the named player is the next "it". If he was correct in his guess then of course the named player performs the penalty and "it" continues in that capacity until he makes a wrong guess.

145. IMITATIONS

This is a game that has great appeal to the fertile imaginations of young children. They line up single file, one behind the other. The play Leader should start the game, operating it as "Follow the Leader".

Start with ordinary marching, proceeding to running, skipping, hippity-hop, hopping, etc. going over some obstacles, under others. When the group has the idea of the game change to imitations of various animals, for example you might be a chicken once, a duck, bear, tall man, short man, monkey, aeroplane, train, etc.

Have the children imitate the sounds of the various things to add reality to the game. Finish with a wind up where you start going in a circle, the circle getting smaller and smaller all the time until everyone is bunched into the center.

146. IN AND OUT THE WINDOWS

The players form a circle by joining hands. One player who is "it" stands inside the circle. When the song begins she skips around weaving in and out of the circle under the joined hands of the other players.

When the players sing "Stand and face your partner", she

stands in front of the person she happens to be nearest. She shakes hands with this person as the song indicates then "takes him off to London" by hooking her arm in his and skipping around the outside of the circle with him, while the circle skips in opposite direction. For next round the one chosen as partner is now "it" while first "it" takes a place in the circle. (See page 65)

1. Go in and out the window,
Go in and out the window,
Go in and out the window,
As you have done before.
2. Now stand and face your partner,
Now stand and face your partner,
Now stand and face your partner,
As you have done before.
3. Now take her off to London,
Now take her off to London,
Now take her off to London,
As you have done before.

147. INDIAN CLUB WRESTLE

Half a dozen Indian Clubs or sticks are set up in a circle about two feet in diameter (varying with the age of the players). The players form a circle around the clubs, each with arms across the back of the shoulders of his two neighbors.

At the starting signal each player tries to push or pull the other so that he will knock down one of the clubs, and at the same time tries to keep from doing so himself. If a player is forced to knock a club over he must set it upright again and leave the game.

The game ends when only two players are left with hands joined across the circle. The one who forces the other into the clubs is the winner. (See page 65)

148. IN THE RIVER, ON THE BANK, IN THE AIR

The players kneel on the floor in a large circle. The Leader stands in the center of the circle so that all may see what she is doing. As she calls "In the river", the players put their hands palms down on the floor. At the command "On the bank", they put their hands on their thighs. At the call "In the air", they hold their hands up above their heads.

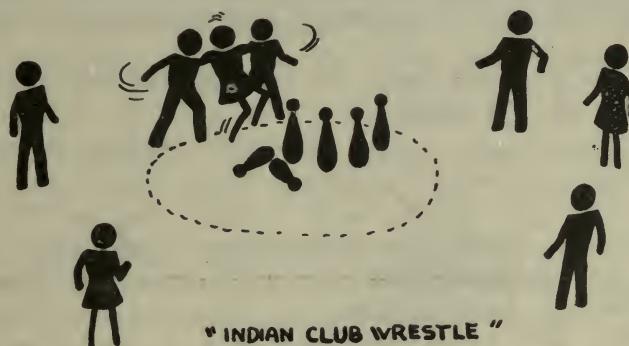
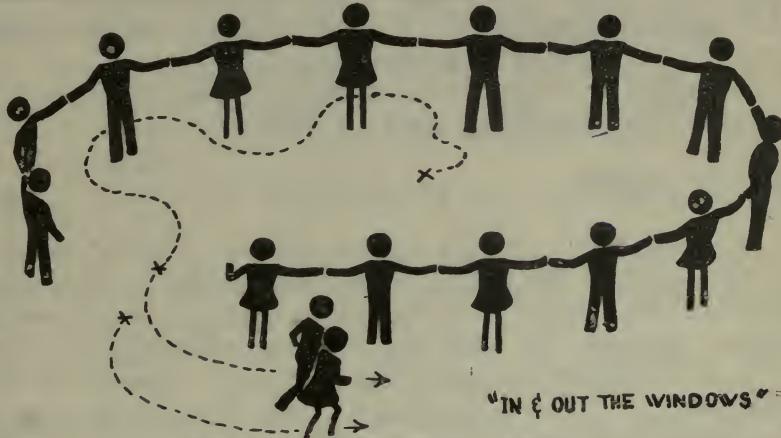
The Leader does not have to do herself what she calls out to the players and may mix the commands up and give them faster and faster. Any player who makes a wrong gesture is out

of the game until several are out. Have these perform some simple penalty, then let them take their places in the circle again.

149. I PACKED MY TRUNK

The players sit in a circle or in any other convenient formation. One person starts the game by saying "I packed my trunk with a pair of spectacles". The next person repeats what the first said and adds one more article. The third player must repeat the sentence with the two objects already named and add another.

All the players continue in the same way, naming all the objects previously named and adding one more. As soon as a player makes a mistake in the list he must drop out. The winner is that person who stays in the game the longest.



150. I SAY STOOP

The Leader stands facing the group. As she says "I say stoop" she stoops and rises quickly. The players do likewise. She repeats this several times then says "I say stand", but goes through the same stooping and rising motions as before. When she says "I say stand" the players are supposed to remain standing so any who were not very alert and stooped are eliminated from the game. Thus the winner is determined.

151. I SPY

The Leader or one of the players starts the game by saying, "I spy with my little eye something that begins with B". The others try to guess what it is that she sees that begins with B, such as Book, etc. The player who correctly guesses what the object is then takes the Leader's place and the game continues.

It is sometimes advisable to put a limit to the number of guesses before the subject is changed.

For a variation colors can be used. For example, "I spy with my little eye something that is RED".

152. I WENT TO MARKET

All the children sit in a large circle. One player starts the game by saying, "I went to market today". The children ask, "What did you buy?" "I bought a fan", she answers and starts going through the motion of fanning herself with one hand. All the players imitate the motion. When they are all fanning she adds, "I bought a piano, too." and with the other hand goes through the motion of playing the piano. All the others still follow her motions. Then she says, "I bought a rocking chair." All the players begin to rock. This can be added to until it gets too funny and is impossible to add to anymore.

Each child has his turn to be the one who went to market until they tire of the game.

153. JACKSTONES

The following rules for Jackstones have been adopted by the National Rules Committee on Athletics and Games of the National Recreation Association.

Equipment. Six jacks and one ball. Jacks to be three-quarters of an inch in diameter and all the same size. Ball

made of semi-hard rubber about the size of a golf ball. The playing surface shall be a smooth, level area.

Order of playing. The order of playing will be determined by the lag. To lag, the players stand toeing the pitch line and toss a jack to the lag line. The distance between the pitch line and the lag line should be ten feet. The player whose jack comes nearest to the lag line on either side wins the lag or the lead. The others follow in order that their jacks come nearest to the lag line.

Turn. The order of play should pass clockwise around the play surface.

1. BABY GAME: Toss the ball up, and while ball bounces once pick up jack or jacks, then catch the ball. This is all done with the right hand. After the ball is caught, jacks are transferred to the other hand.

Ones: Scatter all jacks upon the playing surface by a single movement of the right hand. Toss the ball, pick up one jack and after the ball has bounced once, catch the ball in the right hand. Transfer the jack to the left hand and proceed as before until all six jacks are in the left hand.

Twos: Jacks are picked up by 2's; otherwise proceed as in ones.

Threes: Jacks are picked up by 3's, in the same manner as before.

Fours: Pick up 4 jacks and then two jacks, or vice versa, two jacks and then four jacks, depending upon the grouping on the playing surface.

Fives: Pick up one jack and take the remainder on the next play. Or if it is easier, the 5 jacks may be picked up first and then the one remaining jack.

Sixes: Pick up all jacks at one time.

2. DOWNS AND UPS: All jacks and ball in right hand. Toss ball upward, lay down all jacks and catch ball in right hand. Throw ball up again, pick up all jacks and catch ball in right hand.

3. EGGS IN BASKET: Scatter jacks, toss ball, pick up one jack, right hand only used, and while ball bounces once, transfer jacks to the left hand, then catch ball with the right hand. When all jacks have been picked up and transferred to the left hand, the jacks are all put in the right hand and scattered again. Proceed through twos, threes, fours, fives and sixes.

4. CRACK THE EGGS: Scatter jacks with right hand. Toss ball with right hand, and while ball bounces once, pick up one jack with right hand, crack it on the playing surface, and catch ball in right hand which is still holding the jack. Transfer the jack to the left hand and proceed as before until all jacks are picked up. Scatter again and proceed by twos. Scatter again and proceed by threes, etc. through sixes.

5. UPCAST: Scatter jacks with right hand. Toss ball with right hand, pick up one jack with right hand and catch the ball in the right hand after it has bounced once, same as in Baby Game. Toss the ball up again with the right hand and while it bounces transfer the jack to the left hand, and then catch the ball in the right hand. Continue until all jacks are in the left hand. Scatter again from the right hand and proceed by twos, then threes, etc. through sixes.

6. DOWNCAST: Scatter jacks with right hand. Toss ball with right hand, pick up one jack with right hand and catch the ball in the right hand after it has bounced once, same as in Baby Game. Bounce the ball downward and transfer the jack to the left hand, then catch the ball with the right hand. (This differs from Upcast in that the ball is started on the bounce by turning the palm of the hand toward the ground and then letting go of the ball). Proceed through sixes.

7. PIGS IN THE PEN: Place left hand on the playing surface, finger tips and wrist touching the surface and forming the pen. Toss the ball upward and while it bounces once, pick up one jack with right hand and push it into the pen, then catch the ball in the right hand. Thumb and forefinger are lifted from the playing surface when jack is pushed in, but any jack or jacks left outside the thumb constitute a "miss". Scatter again with the right hand and proceed as before, putting jacks into the pen by twos, then by threes, etc. through sixes.

8. PIGS OVER THE FENCE: Place left hand at right angles to the playing area, little finger resting on the playing surface. This form the wall or fence. Scatter the jacks, toss the ball upward with the right hand and pick up one jack with the right hand. While ball bounces once, place the jack on the far side of the left hand (over the fence). When all six jacks are picked up, re-scatter with the right hand and proceed by twos, then threes, etc. through sixes.

9. SWEEPS: Scatter jacks, toss ball and while ball bounces once, place fingers on one jack and without lifting it from the playing surface, sweep it across the surface with the right hand until it is close to the body. Then pick it up and catch the ball with the same hand. Sweep all jacks singly, then re-scatter and proceed sweeping by twos, threes, etc.

10. SCRUBS: Scatter jacks, toss ball, pick up one jack and scrub it across the playing surface with a backward and forward movement. Keep jack in right hand and after ball has bounced once, catch the ball in the same hand. Transfer jack to the left hand and proceed until all six jacks have been "scrubbed". Re-scatter and scrub by twos, threes, through sixes.

11. DOUBLE BOUNCE: This is played the same as the Baby Game, but ball must bounce twice before it is caught. Play through sixes.

12. BOUNCE, NO BOUNCE: Scatter jacks with the right hand. Toss the ball upward, pick up one jack while the ball bounces once and catch the ball in the right hand. With the jack still in the right hand, toss the ball upward with the right hand, transfer the jack to the left hand and catch the ball in the right hand without allowing it to bounce. Continue until all jacks have been transferred to the left hand, then re-scatter and proceed by twos, threes, etc. through sixes.

FOULS OR MISSES.

1. Using wrong hand to catch the ball.
2. Failure to pick up the proper number of jacks required by ones, twos, etc., that is, picking up three jacks while playing twos, or four jacks while playing fives, etc.
3. Clothesburn. Allowing the ball or jacks to touch the body or clothing while catching the ball, except the hand used to catch ball.
4. Two hands. Catching the ball with both hands.
5. Drop jack and drop ball. Failure to hold the ball or jacks until movement is completed.
6. Touching any other jack while attempting to pick up a jack or group of jacks.
7. Double grab. Trying twice for the same jack or group of jacks.
8. Double bounce in any game except Double Bounce.
9. Changing sitting or standing position after jacks have been scattered. Plays must be made from the original posi-

tion.

10. Failure to begin a turn with the proper stunt. (This should always be the one on which the player missed on his last turn).

11. Failure to comply with the instructions for all games after the Baby Game. For instance, allowing only one bounce in the Double Bounce game.

154. JACOB AND RACHAEL

The players join hands making a large circle. One player, Jacob, is taken from the room and blindfolded while another player is chosen to be Rachael.

Rachael stands inside the circle with the blindfolded Jacob. Jacob runs around in the circle calling, "Rachael, where are you?" to which Rachael replies, "Here I am, Jacob".

When Jacob catches her he must guess her identity by feeling her hair, clothes, etc. If he guesses correctly then Rachael is blindfolded for the next game and plays the part of Jacob while a new Rachael is chosen. If he is wrong in his guess then he continues to be Jacob and a new Rachael is chosen. (See page 73)

155. JUMPING CIRCLE or JUMP THE SHOT

The players form a circle facing the center. One player in the center swings a rope long enough to reach beyond the circle. The rope will be much easier to manage if a weight is tied to the swinging end. The center player should not swing the rope more than a foot high.

The players in the circle must successfully jump the rope as it reaches them, otherwise they drop out, the winner staying in the longest.

Instead of dropping out of the game any player who fails to make a clear will exchange places with the rope swinger. (See page 73)

156. KEEN EYES

The players, any even number, stand in two lines facing each other. Each person observes closely what the one opposite him is wearing.

One team is then told to turn around while the other team is given a minute to make some change in costume, for example, take off a tie or ribbon, unbutton a shoe, etc. The first team then turns around and each person in turn is given one guess as

to what the change was.

One point is scored for each correct guess. The teams take turns at turning around and guessing.

157. KEEP IT UP

The group is divided into two teams. Each team scatters around its section of the floor. Each is given a volley ball.

At the signal the players of each team volley the ball among themselves, attempting to complete as many volleys as possible. Each time the ball is volleyed, the players count "one" for the first volley, "two" for the second and so forth.

When the ball touches the floor or wall, or is caught by a player, it is dead, and the team is credited with the number of volleys it completed. The team completing the most volleys scores one point. The next game is then started.

158. KEEP THE ROPE UP

The ends of a rope or cord are tied together thus forming a rope ring. The children stand outside of it, holding it up with both hands, knuckles upward. Two or three children stand inside the circle and try to tap the knuckles of those holding it up. When one fears his knuckles will be tapped he lets go. When a player lets go of the rope, even with one hand, he must join the ones inside in trying to catch others. When the rope falls the holders and the ones inside change places.

159. KICK THE CAN

A tin can is placed in the center of a circle about 30 feet in diameter. "It" remains in the center of the circle counting to one hundred by fives while the rest of the players hide. "It" then sets out to catch the other players by spotting one, running to the can and saying, "One, two, three on ----."

As soon as a player is caught he must stand in the circle. Any of the other players may release a captured player by kicking the can before "it" sees him or gets to the can first. Only the players inside the circle when the can is kicked are free to hide again. "It" must replace the can in the center before he can capture or recapture any player. "It" will find it difficult to keep players in the circle without having someone kick the can. As soon as he catches the player that will make three in the circle, that player becomes "it".

160. KICK-THE-WICKET

This is a very popular street game, depending as it does on curbs and ready hiding places. The wicket is a small piece of wood about four inches long which is placed against the curb.

The game starts like "Hide and Seek". When a person is discovered there is a race to the base. If the person caught gets there first he kicks the wicket as far as he can. This automatically frees all those caught previously, who run and hide as quickly as possible.

As soon as "it" replaces the wicket he can call out the name of any player still in sight. That puts that player out of the game until the last player is tagged or until someone kicks the wicket again. The last person discovered is "it" if he doesn't kick the wicket before "it" reaches it.

161. KING OF THE CASTLE

One player is chosen to be the first King. He takes a position on anything that is slightly raised - a box, stump, mound, etc. By chanting, "I'm the King of the Castle. Get out, you nasty rascal!" he defies the others who try to dethrone him by pushing him or pulling him to make him fall off his "throne". Players may not pull on the King's clothes, or they must leave the game.

The player who is successful in dethroning the King becomes the King for the next game. The Kings change amazingly frequently so that in a short time most of the children have had their turn at being King.

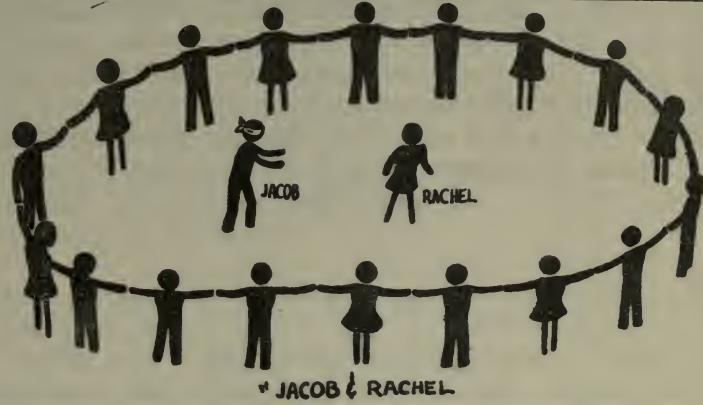
162. KOKOLANKA

The players sit in a circle on chairs or on the ground with feet extended into the circle. One player goes around inside the circle repeating a counting out rhyme and touching a foot as each word is said. For example,

"One, two, three, four,
Every foot down on the floor.
Five, six, seven, eight,
Here is one without a mate!"

The foot which is touched as the last word is spoken is tucked up so that it is out of the game. The counting out continues until someone has both feet out. This person is the "scoundrel".

As soon as the "scoundrel" is determined the other players begin bobbing up and down as the "scoundrel" tries to tag someone while he is standing. He cannot tag a player who is sitting. When someone is caught he becomes the "scoundrel" and starts the counting out process again. (See below)



"KOKOLANKA"

163. LAME FOX

One player who has been chosen to be the Fox takes his place in his den, a small marked-off section in the center of the play area. The other children are Chickens who come as near to the den as they feel is safe and tease the Fox. Although the Fox seems to be asleep he is really awaiting a good chance to catch them. When the proper moment arrives he leaps up and bounds after them, however he may take only five strides with each foot and then he must hop on one foot only. If he wants to rest he must return to his den.

When he tags a Chicken the Chicken becomes another Fox and helps the first Fox catch more Chickens, but he must always hop on only one foot. The game ends when all the Chickens are caught.

164. LAST COUPLE OUT

The players form in a double file, the couples clasping hands. One player who is "it" stands at the head of the double column. He calls "Last Couple Out" which is the signal for the last couple in the column to unclasp hands and run, each on his own side of the column and try to reclasp hands somewhere in front of "it".

"It" must not look around when he calls "Last Couple Out" until the two players are on a line with him. He then tries to tag either of the two players before they can clasp hands again. If he is successful the tagged player is the new "it", while the other two join hands and take their place at the head of the column. If, however, the two players should succeed in clasping their hands without being tagged they stand at the head of the column while the same "it" calls for the next "Last Couple". (See page 78)

165. LAUGHING HANDKERCHIEF

The players form a single circle with the Leader standing in the center. The Leader tosses a handkerchief in the air. While it is in the air the players must laugh. The moment the handkerchief lands, however, the laughing must cease and everyone becomes as straight-faced as possible.

If anyone continues to laugh he must drop out. The Leader may just pretend to toss the handkerchief up, which invariably puts several players out.

166. LAZY MARY WILL YOU GET UP?

One player selected to be Lazy Mary, sits in the center of a circle as the other children dance around hand in hand forming a ring as they sing the first verse of the accompanying rhyme.

Lazy Mary sings the second verse herself, then all the children join in on the third verse as they try to pull her up. While the others are trying to pull her up, Lazy Mary endeavors to pull some other child down. The player falling first is chosen to play the part of Lazy Mary for the next round.

1. Lazy Mary, will you get up,
Will you get up, will you get up?
Lazy Mary, will you get up,
Will you get up today?

2. Oh no, Mother, I won't get up,
I won't get up, I won't get up.
Oh no, Mother, I won't get up,
I won't get up today!

3. Then we will have to pull you up,
Pull you up, pull you up.
Then we will have to pull you up,
Pull you up today!

167. LEAP FROG

Any number of players can participate in this game. All the players form a single line. The first in line bends over, placing his hands on his knees while the second and all subsequent players in the line vault over him.

As the second player vaults over, he takes up a similar position a few feet ahead of the first player. The third in line must vault over both of them, one after the other, then takes up his position in front. The length of the line of bending players thus grows until all are bending and the original first player is now last. He must now vault over all the others. Thus the game can be repeated indefinitely.

168. LEAP FROG TWO DEEP

The players form a circle and squat as for Leap Frog. One player who is "it" runs around the outside of the circle and back and forth through it leaping over players as he goes.

Without warning he will suddenly stop and squat in front

of one of the players. That player must then run as "it" chases him. They go in and out of the circle leaping over players as they go. When "it" tags the runner he takes the runner's place in the circle and the runner is next "it". (See page 78)

169. LEMONADE

The players are seated in a circle. One person leaves the group and thinks of a pantomime he can act. He then rejoins the group saying, "Here I come".

"Where from?" ask the group. "What's your trade?"

"Lemonade", says the player.

"Give us some" is the answer.

At this point the person gives the group the first letter of each word of the pantomime he is going to act. For example he would say "D M" for drinking milk.

He then goes through the action of drinking milk, while the group tries to guess what he is doing. The person who is successful takes the actor's place and continues the game.

It is a good idea to have the actor tell the Leader what action he is going to do so that she may advise him and eliminate any that are too difficult or obscure for the particular age group playing the game.

170. LEND, LEND, FIRE!

Any number of children may play this game. They sit on chairs arranged in a circle. One player is "it" and has a cane in his hand.

He approaches any player, taps the floor with the cane as says, "Lend, lend, Fire!" The player replies, "Go to my next door neighbor."

Meanwhile all the other players are exchanging seats. "It" tries to get a seat for himself and if successful the player without one is the next "it".

171. LETTER POINTS

Each player is given the same list of pairs of letters. When the game starts each uses the letters given in a word. The pairs of letters must not be broken but can appear anywhere in the word, at the head, in the middle or at the end. At the end of the time limit each player adds up his score by counting one point for every letter used in each word. The player with the highest score wins.

Example.

TI - may be part of invitation, scoring 10 points.

VE - may be part of VExed, scoring 5 points.

NG may be part of orchestratiNG, scoring 13 points.

The reverse of this game can be played also. In such a case the shortest words possible would be used, with the lowest score winning.

172. LION HUNT

One player is the "Chief Lion", and one (who may be the Leader is the "Lion Keeper". A large "Lions' Den" is drawn at one end of the play area. To start the game the Lion takes his place in his den and the other players, "Hunters", gather around him taunting,

"Big Lion, Big Lion, come out of your den.

Whomever you catch will help you then."

When the Lion chooses he chases the Hunters. To capture one he must hold him long enough to repeat the word "Caught" three times.

The Chief Lion and his prey, now called a "Little Lion" rush separately for the den to avoid a beating from the Hunters, who are permitted to hit at them with their caps or to spank them below the waist.

When the Lions reach their den the Hunters group around it as before, repeating their rhyme. Next time the Lions leave their den they do so with joined hands, and to capture a Hunter they must encircle and hold him until they call "Caught" three times. They then drop hands and run for the den to avoid a spanking.

The game repeats, but after two Hunters have been caught the Lions leave the den by one of two methods, as directed by the Lion Keeper.

1. At the command "Lions Double" they go hand in hand by pairs.
2. At the command "Lion Chain" they all hold hands forming a chain.

The game continues until all the Hunters have become "Little Lions".

173. LITTLE PETER RABBIT

Properly speaking this is not a game but is a song with actions. However, since children derive as much fun from it as they do from a game we are including it here.

The players sit in a circle and sing the words to the tune

of "John Brown's Body".

"Little Peter Rabbit had a fly upon his nose.

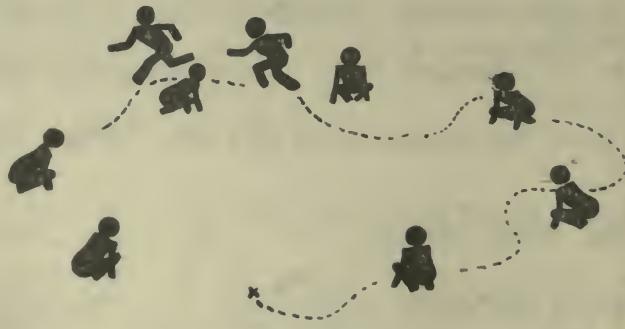
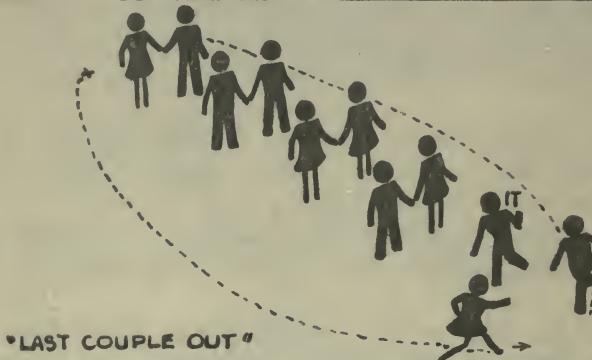
Little Peter Rabbit had a fly upon his nose.

Little Peter Rabbit had a fly upon his nose.

And he flipped it "till it flew away."

1. Sing the verse through once singing all the words.
2. Sing it again leaving out the word "Rabbit", wriggling the fingers as ears instead.
3. Next time leave out "fly", waving fingers in front of nose. Remember to omit "Rabbit" too and substitute that action.
4. Leave out "nose" and point to your nose instead.
5. Leave out "flipped", fanning your hand by the end of your nose.
6. Leave out the words "flew away" and flap your arms as if flying.

In each case the action for the word left out must be substituted and once a word has been left out it must never be put in again.



174. LIVE NAUGHTS AND CROSSES

It takes five boys, five girls, and nine chairs to play this game. The boys form one team, the naughts and the girls are the crosses. The chairs are arranged in three rows of three chairs each. The game is played exactly like the pencil and paper game.

The teams take turns as to which one will start the game and the players are rotated in each team so that the same person cannot be the odd player at the end of each game.

If the boys' team starts, one boy sits down in any one of the chairs. Then a girl takes a seat and so on, each one choosing a seat that will prevent the other side from having three, in a row, each side trying to get three in a row themselves.

When all the chairs are filled the one player left over acts as judge as to which team has won that particular game. The side winning scores one point.

175. LOBBY LOO

The children form a large circle and sing the following verses doing the actions as they come to them.

"Here we go Lobby Loo, - the circle skips to the left.
Here we go Lobby Light, - the circle skips to the right.
Here we go Lobby Loo, - the circle skips to the left.
All on a Saturday night! - the circle skips to the right.

I put my right hand in, - players all thrust their right hands into the circle.

I put my right hand out, - they take their hands out again
I give my right hand a

shake, shake, shake, - shake right hand.

And turn myself about." - each player turns about in a complete circle.

The whole thing is repeated again using the left hand, right foot, left foot, curly head and whole self.

176. LONDON.

A diagram similar to the one shown is drawn with chalk on a cement or other smooth surface. The cross lines are a foot apart and the whole diagram is three feet wide.

The players stand on a throwing line which is about five feet back of the first space. The first player throws or glides a disc or stone onto the diagram and draws in the space in which it stops a small circle to represent a man's head.

The next player then throws his disc, marking a head in the space in which his disc stops. This is continued, the players throwing in succession.

Should a player throw his disc a second time in a space in which he has already drawn a head, he marks a larger circle to represent the body of a man. The third time it stops in this place, he makes the downward stroke for a leg, and the fourth time, another stroke for the second leg, thus completing the man. When three complete men have been drawn in one space by the same player, he shoots for arms, that is, a horizontal line through all three figures at once. The player wins who first succeeds in filling a space with three armed men.

No men are marked in the space at the top called "London", but if a disc lands in it the player may draw a head in every other space or add one mark to any man he may already have in each space.

When the disc lands on a line or outside the diagram, the player may not make any mark at all. Each player may build on his own men only. The game is most successfully played on the sidewalk, with a different colored chalk used for each player. Two, three or four players may take part. It is most interesting and exciting with four.

177. LONDON BRIDGE

Two of the players form an archway by joining hands with their arms stretched upwards. The other players form a large circle and, as they sing, pass one at a time under the arch. The words "My fair lady-O" in the second verse are the signal for the arch to fall and enclose the player who happens to be passing under at the time. This player is taken "off to prison" as the words indicate. This means that the two who form the arch take her away from the others then ask her which she would rather have, all the gold in the world or all the silver in the world. When she has decided the arch is formed again and the "fair lady" stands directly behind the arch player who represents the choice she made. The other children must not know which one represents gold and which silver.

When all the players have been caught and are lined up behind the two archway players a tug of war between the "Gold" and the "Silver" players ends the game.

"London Bridge is falling down,
Falling down, falling down.
London Bridge is falling down,
My fair Lady-O!"

Build it up with sticks and stones,
Sticks and stones, sticks and stones,
Build it up with sticks and stones,
My fair Lady-O!

Off to prison you must go,
You must go, you must go,
Off to prison you must go,
My fair Lady-O!"

MARBLE GAMES

Since boys everywhere play some version of the marble games it would be an impossible task to set down all the rules to every marble game in existence. Marble games vary from city to city and even from neighborhood to neighborhood. However, the following are, we believe, the most basic and most often played versions of the game.

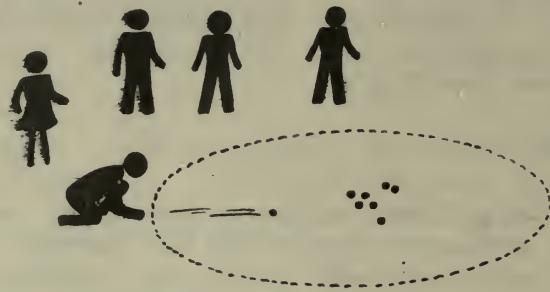
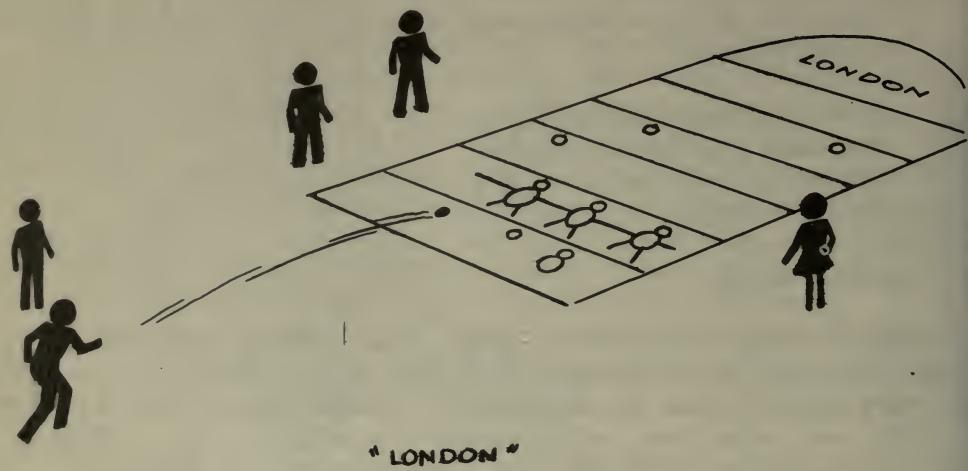
The order of shooting is determined by having the players shoot their marbles at a line. The one whose marble comes to rest nearest the line is first shooter, the next nearest second, and so on. In shooting, the players must hold their hands to the ground on another line at an agreed upon distance from the line they are shooting at.

178. BIG POT

A circle is drawn on the ground about ten feet in diameter. Each player puts one marble in the center, bunching them together. Now the players take turns shooting at the marbles. In shooting, the hand must be held steady with the wrist touching the ground. The players shoot from the line of the circle or just outside it.

The object of the game is to shoot the marbles in the center outside of the circle. When a player is successful in doing this he keeps the marble he shot out. Each player tries to shoot a center marble out in such a manner that his shooter stays inside the circle. Should a player's shooter stay inside the circle after knocking a marble out then he shoots it the next time from where it came to rest.

As soon as a player fails to knock out a marble he loses his turn and the next player in turn shoots. (See page 82)



179. CLINCY

A circle about five feet in diameter is drawn on the ground, and across the middle of the circle a line is drawn. Parallel to this line and about ten or fifteen feet distant another line is drawn -- the shooting line. Each player places one marble on the line in the circle, about four inches apart.

After the order of shooting has been determined each player shoots from the shooting line trying to knock one of the circle marbles out. After the first shot the players play from wherever their shooters stop. When a player is successful in shooting a marble out of the circle he keeps that marble. If a player should hit another player's shooter with his own, the player hit must put all the marbles he has knocked out of the circle back into the center and must stay out of the game. (See page 85)

180. CHASERS

A circle about four feet in diameter is drawn. The order of shooting is determined and the first player, with his wrist on the line of the circle shoots his marble into the circle. The players take their turns trying to hit each other's marbles. When a player knocks another marble out of the circle, that player is out of the game. The player who hits shoots again until he misses. The players try to keep out of one another's way yet stay in a position to hit others. The game is continued until all but one have been eliminated.

181. TIPS - for two players.

A hole not more than four inches in diameter is dug in the ground beside a wall or fence. Ten feet in front of this a line is drawn. One player challenges the other by saying, "I'll tip you two" (or three or four), whereupon the other player gives the first the number of marbles named, in this case two. The challenger adds two marbles of his own and, standing on the throwing line tosses the four marbles at the same time toward the hole by the wall. If all the marbles land in the hole then the shooter keeps all of them. If, however they do not all land in the hole the other player gets them and has his turn, the game going on in the same way.

182. MARK

Mark is a Rugby Football lead-up game and as such incor-

porates many of the features of that game. It is played on a field anywhere from 50 to 100 yards in length. The width may vary and the game is easily adapted for Play Streets. The field is divided into thirds with end zones of 10 yards or more at either end. Two teams are formed each having 4 to 6 members.

The object of the game is to score a point by kicking the football into the opposing team's end zone so that none of the opposing team catch it. Once a point has been scored the game starts over again with the two teams taking up their original positions on the field.

To start the game team A lines up on the yard-line closest to its goal while team B scatters promiscuously about the field. Each team defends the end zone directly behind it. Team A "kicks off" to team B, that is, one member of team A drop-kicks or place kicks the ball into B's territory. The players on team B try to catch the ball before it lands. When a player is under the ball he must stop dead so that when it lands in his arms he is absolutely still, standing with one foot forward, toe upward and heel on the ground. He shouts "Mark" as he catches the ball, and once it is caught he is allowed to take three steps forward. If, however, the ball touched the ground before the player was able to reach it, it is brought back into play at the point where the player first touched it.

To put the ball back into play the B player returns the kick to the A team. If a member of team A catches the ball and "Marks" it he is allowed three steps and then kicks back to team B.

If a team kicks into the opponents' end zone and the ball is caught, whether it is "Marked" or not, no point is scored and the team which received the ball returns the kick from their own goal line. (See page 85)

MARK VARIATION

When the ball is "Marked" instead of taking three steps the player with the ball may throw a forward pass to a teammate. To be eligible to receive, the team-mate must have been behind the player when he caught the ball, but runs forward to catch it.

If the pass is incomplete the ball is returned to the spot where it was "Marked" and is kicked.

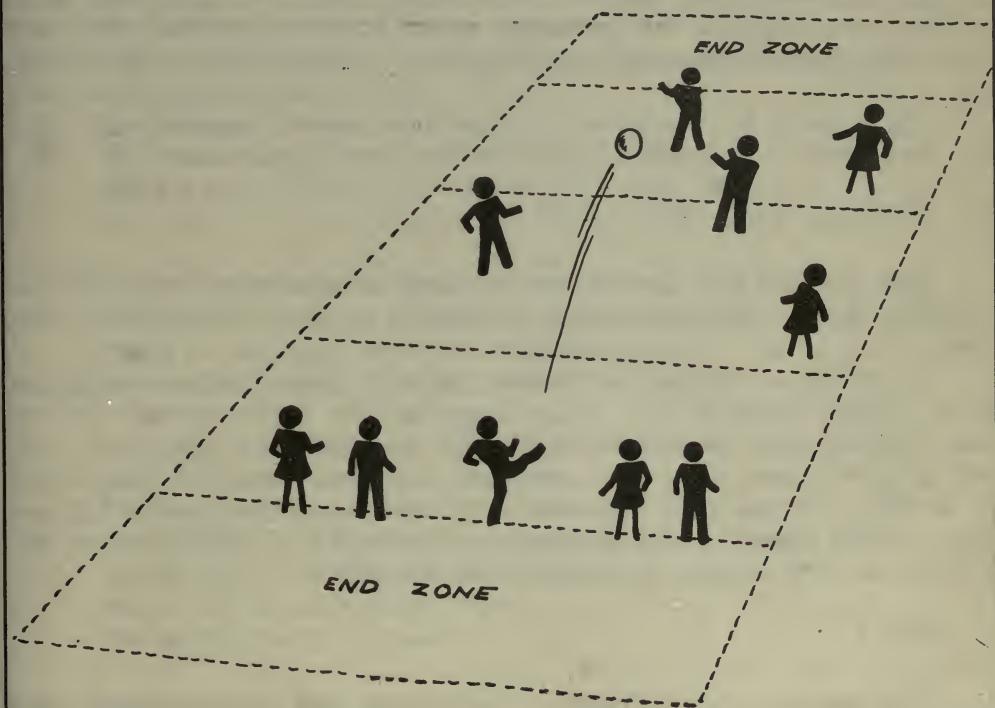
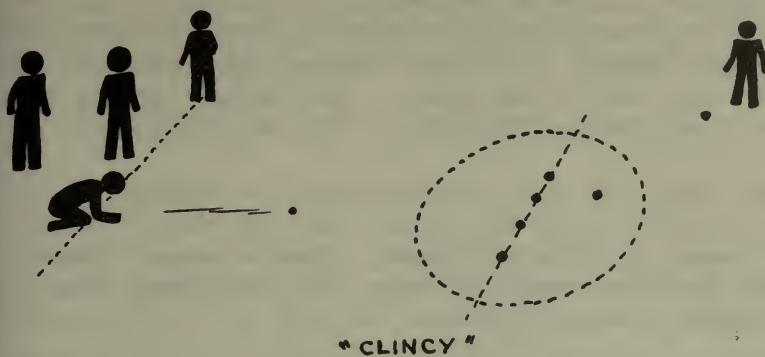
If the pass is completed, however, the receiver kicks from the point of completion.

If it is intercepted, the interceptor kicks from the point of interception.

A completed pass in the opponents' end zone scores a point

for the team with ball.

An intercepted pass in a team's own end zone gives the interceptor a kick from his own goal line.



183. MASTER OF THE RING

A circle is drawn on the ground, large enough to accommodate all the players. The players stand inside the circle, shoulder to shoulder with arms folded on the chest. The play begins at a signal and consists of trying to push one's neighbor with the shoulders, out of the ring. Anyone who oversteps the line drawn must drop out of the game. The Master of the Ring is the player who remains in the circle the longest.

184. MATCH GAME

Twelve matches (or other objects, bottle caps, sticks, etc.) are placed in three rows - five in the first row, four in the second the three in the third.

1 1 1 1
1 1 1 1
1 1 1

Two players alternate in taking the matches away. A player may take away any number at a time but can take from only one row at a time. For example he may take four from the top row, but cannot take two from the top and two from the second row.

The object of the game is to force one's opponent to take the last match. A point is scored for each game won.

185. MATTHEW, MARK, LUKE, JOHN

The players are seated in a circle and are numbered off as Matthew, Mark, Luke and John - 1, 2, 3, 4, etc. Matthew is the leader.

A definite rhythm is formed by all the players slapping their thighs three times then clapping the hands once. On the clap Matthew will call out a player's name. On the next clap that player must call out another player's name. If he fails to do this he must go to the end, and everyone moves up one seat, each changing his number accordingly. The idea of the game is to try to end up in Matthew's place.

186. MAY I?

The players stand along a line while one player who is "it" stands on another line about forty feet distant and faces the other players. "It" calls to each child in order along the line and commands each to take designated steps forward. For example she may say, "Mary Brown take three giant steps. John-

ny take two baby steps." She may say backward steps, hops, etc.

The child spoken to must say "May I" before moving from her place. If she does not, she is ordered to return to her original place on the starting line. The game continues quickly, each child having a turn until one reaches the line on which "it" is standing. The first to reach the line wins the game and is "it" for the next round. (See page 91)

187. MIDNIGHT

Any number of children can play this game. One is the Fox and the others are the Sheep. The Sheep have a Sheepfold (goal) in which they are safe.

To start the game the Sheep come out and ask the Fox what time it is. The Fox may answer any time he chooses but may chase them only when he answers "Midnight!" The Sheep that are caught (tagged) must now join the Fox in trying to catch others.

188. THE MULBERRY BUSH

The children form a large circle and skip around singing the words to the song. As each verse is sung they stop to perform the actions described.

"Here we go 'round the mulberry bush,
The mulberry bush, the mulberry bush!
Here we go 'round the mulberry bush,
So early in the morning.

This is the way we wash our clothes,
Wash our clothes, wash our clothes!
This is the way we wash our clothes,
So early Monday morning."

The song continues as the children:

Iron the clothes on Tuesday morning,
Scrub the floor on Wednesday morning,
Mend the clothes on Thursday,
Sweep the house on Friday,
Bake the bread on Saturday,
Go to church on Sunday.

189. MULTIPLE TAG

This game is played in exactly the same manner as simple tag except that instead of there being only one "it" there are two or more.

For "Double Tag" two players link arms and are "it" together. For "Triple Tag" three players link arms, and so on.

The players also form in twos or threes, such as the case may be. If the "its" should break apart they cannot tag anyone until their arms are again locked. If any players in attempting to escape being tagged break apart they are automatically "it" as a penalty.

190. MUMBLTY PEG or KNIFE

This game is a great favorite with boys everywhere. Any number can play although it is best limited to fewer than ten. The only equipment needed is an ordinary pocket-knife.

The players sit in a circle and take turns at playing. Each player can go as far through the progression of stunts as he is able. When he is out he passes the knife to the player on his right. When his turn comes around again he starts with the first stunt of the particular set in which he went out.

Each player starts with a plain Front Throw. To do this he holds the blade of the knife between thumb and forefinger with the handle pointing up. Now he throws it down and forward so that it turns over once in the air and the point sticks into the ground. Each player then does the same thing with the left hand, and the game proceeds to the following:

PALMSIES: The player places the knife in his open palm with the blade pointing forward. Now he tosses it up and backwards so that it takes a three-quarter turn in the air before landing. This, as well as all other sets is done with both the right and the left hand.

FISTIES: The knife is placed across the heel of the hand and the knuckles with the blade pointing out over the thumb. Now the player throws the knife upward and inward. The knife should not turn in the air.

BACKSIES: This is the same as Palmsies except that the knife is held on the back of the hand.

SNAP: The player holds the knife in one hand with the blade between the thumb and forefinger and parallel to the ground. Now he strikes his hand with the other hand so that the knife makes a three-quarter turn before sticking in the ground.

HEADSIES: This play is similar to the plain Front Throw except that the hand holding the knife is held on the forehead while making the throw.

EARSIES, CHINNIES, NOSIES: These are all like Headsies but the knife is held on the ear, chin, nose in that order, while making the throw.

FINGERS: This is the same as the Front Throw except that the player holds the blade between the thumb and forefinger first, then thumb and middle finger, etc. Four throws are made with each hand.

JUMP THE FENCE: The player sticks the knife into the ground at a forty-five degree angle. About a foot away he makes a "fence" with his left hand with the palm toward the point of the knife. Now, with his right hand he strikes the handle of the knife so that it goes up in the air and over the fence and sticks into the ground. This is repeated with the other hand.

O-U-T SPELLS OUT: With the right hand the player holds the knife, point down, it's tip touching the left thumb. He snaps the knife upwards and out so that it turns completely over before sticking into the ground. For "U" do the same with the elbow. For "T" the same thing is done with the point of the knife touching the left shoulder. For "Spells", Fisties is done with the blade pointing in instead of out. For "Out" the same thing is done but with the left hand. (See page 91)

191. MUSICAL CHAIRS

A number of chairs are placed in a row facing in alternate directions. There is one more player than there are chairs. To start the game someone plays the piano or a record, etc. as the players march around the row of chairs. The instant the music stops each player rushes into the chair he happens to be in front of. The odd player drops out and one chair is taken away. As soon as the music starts the players march around again. This process is repeated until only one player is left. (See page 91)

192. NATURE ALPHABET

This is an outdoor or hike game.

The players are divided into groups of four or five. Each group is given five letters of the alphabet. Within a set time each group must bring back five objects found in nature each of which begins with one of the five letters given them.

The groups bringing back five correct objects within the time limit win.

193. NATURE BASEBALL

A list of nature questions should be made up and each one written on one side of a small card. These questions may be

graded as to difficulty and should be marked as one, two, or three base hits or home runs. The correct answers should also be placed on the cards. The cards are shuffled and kept only in the hands of the Leader.

The players are divided into two teams. Each team selects a catcher who should be the player with the greatest amount of nature information. Each team also makes up a batting order.

Four chairs are arranged in the position of four bases. The catcher takes a position behind home base. The Leader acts as pitcher for both teams.

When a batter is up the Leader asks a question. If the batter answers correctly, he takes the number of bases indicated on the card. If he fails, the catcher tries to answer. If the catcher fails, it counts as one strike. Three strikes put the batter out. If the catcher answers correctly, the batter is out even on one question. After three outs the other team comes up to bat. Runs are made as players are forced in by "hits".

194. NAUGHTS AND CROSSES

This is a pencil and paper game for two players. A diagram is made by drawing two vertical and two horizontal lines as shown.

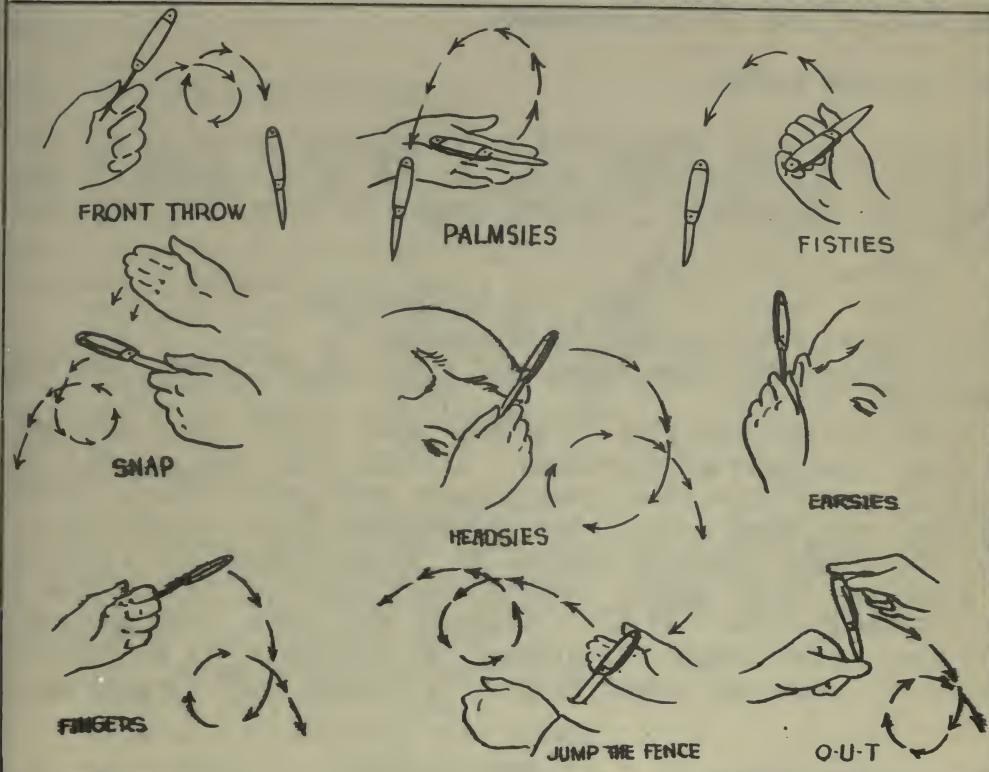
The players take turns, one putting a cross in any one of the spaces, the other a naught. Each player tries to place his mark so that he will have three in a row, either vertically, horizontally or diagonally, and at the same time tries to prevent his opponent from doing likewise.

As soon as one player has succeeded in getting three in a row he scores one point and a new diagram is made for the next game.

195. NEXT

Any number of players may take part in this game.

One player starts the game by telling a story, but he won't get very far for at any moment - even when he is in the middle of a sentence - the Leader will call "Next!" At this signal the story teller stops immediately and the person next to him must take up the tale where he left off. No one may help the story teller along or speak at all until it is his turn to be the teller.



"MUSICAL CHAIRS"

196. NOAH'S ARK

The children are grouped in pairs and each pair is given a number and the name of some animal. One child is selected to be Noah, and stands in a corner designated as the Ark.

Noah calls out a number upon which the pair having that number approach the Ark and imitate the animal they represent. Before they can enter the Ark, Noah must guess what animal they are imitating.

Once admitted, they may help Noah guess the next couple, although only Noah calls out the number. Likewise all succeeding couples join in the guessing.

197. NO MORE MOVING

One player is blindfolded as the others scatter in all directions. The blindfolded player is led to the center of the play area and asked, "How many horses ran away from your stable?"

"Three", he replies.

"What colors are they?" the children ask.

"Black, white and grey", he replies.

"Turn around three times and catch one of them", say the children.

The blindfolded player is now spun around three times to confuse his sense of direction. He then says "Whoa, no more moving", whereupon the other players must stand still, being allowed only three steps. The blindfolded player gropes about for the others. When he catches on he must guess who it is by feeling the hair, dress, etc. of that player. He is allowed only three guesses. If he is wrong on all three then the player whom he has caught is allowed to get away: if he guesses correctly then the caught player is blindfolded for the next game.

198. NUMBERS CHANGE

Any number of players are arranged in a large circle and are numbered, but not consecutively. One player is chosen to be "it", and stands in the center of the circle. "It" calls any two of the numbers used upon which the players having those two numbers must change places.

The players do not move until both numbers have been called. The moment they start to run, "it" tries to get into one of the empty places. If he succeeds then the player left without a place is the next "it". If he doesn't succeed he

continues to call numbers until he is able to secure a place.

199. NURSERY RHYME CHARADES

Write the names of well known nursery rhymes on slips of paper. The children are divided into groups, each group with a leader. Each leader draws a slip in turn. After the leader has drawn his slip his group is given three minutes to prepare to act out the nursery rhyme he drew.

As soon as the other groups know the rhyme being acted they recite it in unison, then it is the next leader's turn to draw.

200. NURSERY RHYME CONTEST

The group is divided into two teams. Each team should have a captain. One team starts the game by singing a well known nursery rhyme. As soon as they are finished the other team must start singing a different one. When they have finished it is the first team's turn again.

The team which fails to start on time, or to be undecided in choice of rhyme, or sings one already sung by the other team, fails to complete their song, or sings something that is not a nursery rhyme, loses to the other team.

201. NUTS IN MAY

The players are divided into two groups. Each group stands in a line, facing the other and about twelve feet apart.

One line skips up to the other then back again singing to the tune of "The Mulberry Bush"

"Here we go gathering nuts in May,

Nuts in May, nuts in May.

Here we go gathering nuts in May

On a cold and frosty morning."

The other line now skips in the same manner up to the first line and back singing

"Who will you have for nuts in May,

Nuts in May, nuts in May?

Who will you have for nuts in May

On a cold and frosty morning?"

Each side taking its turn sing the three remaining verses.

"We'll have --- for nuts in May,

Nuts in May, nuts in May.

We'll have --- for nuts in May

On a cold and frosty morning.

Who will you send to pull her away,
Pull her away, pull her away?
Who will you send to pull her away
On a cold and frosty morning?

We'll send --- to pull her away,
Pull her away, pull her away.
We'll send --- to pull her away
On a cold and frosty morning."

At the end of the song the person chosen to pull the other player away comes up and they take hold of hands and pull. If the one sent to pull her away succeeds in getting her opponent across the middle of the space between lines then that player stays with the side that won her. If, however, the puller was not successful then she stays on the other side.

This may be kept up until all the players are on one side or if the players tire of the game the winning side may be determined by having a tug-of-war. (See page 98)

202. OCEAN WAVE

The players sit on chairs arranged in a circle. One player is "it" and stands in the center of the circle, leaving one chair vacant. As "it" calls "slide left" or "slide right" the players who are sitting must move either to the left or the right to fill the vacant chair as it comes next to them. The player who is "it" tries to get into the chair before the one next to it can do so.

If he does manage to get into it then if the call was "slide left" the player to "it's" right must be the new "it" because he is the one who was caught napping. The location of the vacant chair is always changing because as soon as it comes next to a player he moves into it.

203. OLD MOTHER WITCH

One of the children is chosen by some counting out method to be the Witch. The Witch walks along while the children poke at her and tease her chanting:

"Old Mother Witch
Fell in a ditch
Picked up a penny
And thought she was rich."

Suddenly the Witch turns and demands, "Whose children are you?" If any name is answered the Witch goes on, but if the children say "Yours!" she chases them. The first caught takes

her place.

204. O'LEARY

As long as little girls bounce balls this game will be popular. The only equipment needed is a rubber or sponge ball that will bounce and a suitable surface, preferably cement. The players take turns in going through the series of stunts to be performed. When a player commits an error she loses her turn and the next time around starts at the particular stunt in which the error was committed.

As the ball is bounced the player chants the following rhyme:

"One, two, three, O'Leary,
Four, five, six, O'Leary,
Seven, eight, nine, O'Leary,
Ten, O'Leary, Postman."

The girl bounces the ball against the floor or ground and then bats it twice while counting one, two, three. On three, the ball is given a stronger bat making it bound higher, and then upon saying O'Leary, the player performs the following movements:

1. One, two, three O'Leary: swing right leg outward over the ball.

Four, five, six, O'Leary: swing right leg outward over the ball.

Seven, eight, nine, O'Leary: swing right leg outward over the ball.

Ten, O'Leary, Postman: catch the ball then after a short rest proceed.

2. Swing the left leg outward over the ball.

3. Swing the right leg inward over the ball.

4. Swing left leg inward over the ball.

5. Each time the ball is bounced downward send it through the loop formed by taking hold of the skirt with the left hand.

6. Each time the ball bounces upward let it come through the loop formed by taking hold of the skirt with the left hand.

7. Heel, toe with the right foot each time the ball bounces.

8. Heel, toe with the left foot each time the ball bounces.

9. Kewpie, Kewpie, shine my shoe: On each bounce the player touches her shoe - right hand and right shoe.

10. Kewpie, Kewpie, shine my shoe: Do the same with the left hand and shoe.

11. Heel, toe: swing the right leg outward over the ball.

12. Do the same as No. 11 but with the left leg.
13. Heel, toe, swing the right leg over and let the ball bounce through the skirt on the left side. The ball must go through the skirt on O'Leary.
14. Jack, Jack, Pump the Water: The player turns completely around on O'Leary. Every bounce must be accounted for however.
15. Jack, Jack, Shoot the Skyrocket: On O'Leary, the player "shoots" the ball by giving it an unusually hard bounce so that it soars up.
16. Grasping the right wrist with the left hand let the ball bounce through the loop from below. The wrist must be held during the entire exercise.
17. Repeat No. 16 but let the ball bounce through from above.
18. This is the same as No. 1 but swing the right leg outward over the ball twice.
19. This is the same as No. 1 but swing the left leg outward over the ball twice.
20. This is the same as No. 6, but bring the skirt around the ball twice as it bounces upward.
21. Swing the right leg outward on each count.
22. Swing the right leg inward on each count.
23. Pass the ball through the skirt on every count, downward.

Here are two added exercises that are suitable for an intermediate group.

1. Scissors jump over the ball on O'Leary: that is jump over the ball with both legs.
2. Swing the right leg inward over the ball on every count.
3. Swing the right leg outward over the ball on every count.

205. ON THE BANK, IN THE POND

Draw a circle on the floor representing a pond. The players stand around the pond and when the Leader says, "In the pond", they all must jump into it. When she says "On the bank", they jump out of the circle.

If the players are already in the pond and are told "In the pond", they must remain where they are. Those who jump when they are not supposed to are eliminated.

206. OVER AND UNDER

This game can be played by any number and is similar to

Leap Frog. The players form a long file, and, as in Leap Frog, number one bends down and number two vaults over him. However, instead of crouching down, number two stands erect in an astride position. Number three vaults over One, crawls under the legs of Two and takes his position crouching in front of number Two.

Each player in turn does likewise, taking up his position either crouching or standing astride so that the two positions alternate. (See page 98)

207. OVERTAKE RELAY

This game is best played with anywhere from ten to twenty players. Two equal teams are formed - A team and B team. They line up on opposite sides of a fifty foot square. Some guide such as a chair should be placed at each corner of the square. Each row of players faces a corner of the square, but the two rows face in opposite directions. The first player in each team is at the corner as shown in the diagram.

At the starting signal the first player in each team runs around the outside of the square, each trying to overtake the other. When they have completed the square and are back at their starting positions, each taps the hand of the second person in line, who is waiting in that position, and then goes to the end of the line.

The two Number Twos continue the game. The chase continues until a player on one team overtakes a player on the opposite team and tags him, thus winning the game for his team. (See page 98)

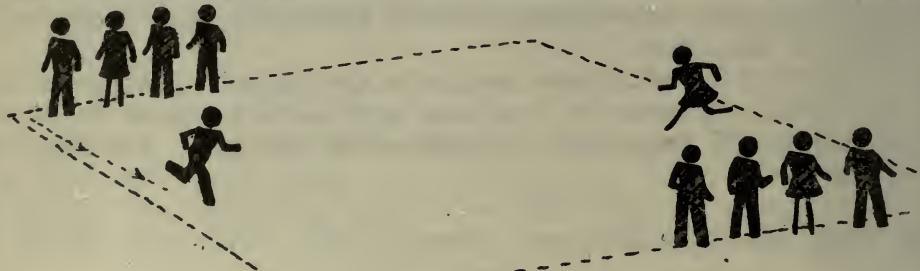
208. PASS AND CHANGE

All the players form a large circle except one who is "it" and who stands in the center equipped with a large soft ball such as a volley ball.

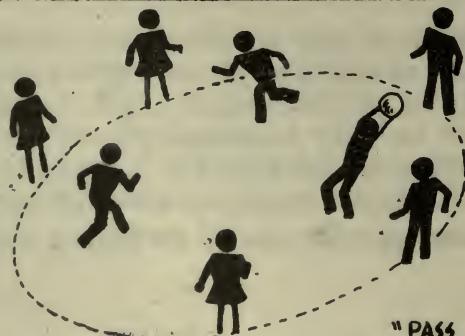
"It" calls the names of two players and at the same time tosses the ball to a third circle player. The player returns the ball to "it" immediately, whereupon "it" tries to hit one of the two players named as they exchange places in the circle. If he hits a player before he arrives at his new position then that player becomes "it". If he does not succeed in hitting one of them then he continues as "it" until he hits a player. (See page 98)



"OVER & UNDER"



"OVERTAKE RELAY"



"PASS & CHANGE"

09. PASS AROUND

The players form a large circle and are numbered off. The even numbers are one team and the odds the other team. A ball or other object is given to two players, one on each team, and on opposite sides of the circle.

At the starting signal each object is passed rapidly to the right, but only to team-mates around the circle. The team that passes its object so rapidly that it catches up to the object of the other team wins.

10. PAVEMENT BALL

This is one of the really popular pavement games for younger girls. It can also be played indoors or on well packed sand. A diagram is drawn similar to the one shown. It can have any number of blocks but is best with six or eight.

The girls take turns playing and when one commits an error or breaks a rule she loses her turn. On the next time around she resumes play at the beginning of the set in which she stopped.

The ball is rolled into block No. 1 and then retrieved before it rolls out or touches any of the dividing lines. The player then bounces the ball once in each of the consecutively numbered blocks. If the player succeeds in bouncing the ball once in each block without stepping on any of the dividing lines or violating any of the rules, she proceeds to "Twosey".

"Twosey": The ball is rolled into block No. 2. The player must run into this block and retrieve it just as she did in block No. 1. This time the ball is bounced twice in each of the remaining five blocks. The same rules and regulations apply.

The game proceeds in this manner until the ball has been rolled into each of the blocks in turn. In rolling the ball into a higher numbered block, a player must run through each of the preceding blocks before she may recover the ball. If she succeeds in doing so, she proceeds to the next series of exercises. For example, in playing block No. 6, the ball must be rolled into block six and retrieved only after the player runs through blocks 1, 2, 3, 4, 5 and 6.

"Stampsey": The same set of exercises are performed in exactly the same progression, except that each time the ball is bounced the player stamps her foot. In "Onesey" the ball is bounced and the foot stamped once. In "Eightsies" the ball is bounced and the foot stamped eight times.

"Clapsey": The player bounces the ball and claps her

hands before the ball is caught. For example, in "Onesey", the player bounces the ball once and claps her hands once before catching it, and proceeds to the next block. In "Twosey" the player bounces the ball, claps her hands, bounces the ball again without catching it, and claps her hands once more and then catches the ball.

At the end of this exercise the ball is caught and she moves on to block No. 3 where the exercise is repeated.
(See page 104)

211. PEGGY

This is a game for two players. Two sticks are required - one, the bat, about eighteen inches long and another, the Peggy, about six inches long. A piece of broom handle makes an excellent bat. A small hole about three inches deep is dug and across it the Peggy is placed. One player is the batter and the other the fielder.

The batter puts the end of the bat into the hole flipping the Peggy up in the air. The fielder attempts to catch it. If successful the batter is out and the two change positions. If he did not catch it the fielder tosses the Peggy from the point where he retrieved it trying to get it into the hole. If he gets it into the hole the batter is out, if he doesn't the batter measures off the distance between it and the hole with the bat. Each bat length counts one point for the batter. Anything over half a bat counts a whole bat, and anything under half a bat does not count.

If the batter is still "up" he proceeds to Step number 2. The batter, holding the bat in his right hand and the Peggy between thumb and forefinger of the same hand, tosses the Peggy in the air over the hole and attempts to hit it with the bat. He has three strikes and then is out if he fails to hit it each time. If he hits it the fielder again attempts to catch it and again tosses it to the hole as in Step 1. Any score made is added to that of Step 1.

Step Number 3. The batter leans the Peggy against the side of the hole so that it is half in and half out. With the bat he taps it at the top causing it to fly into the air and strikes at it with the bat. If he misses he is out, getting only one strike in this step. If he hits it, the fielder again attempts to catch it or failing this, he may kick it toward the hole before it stops moving. The total distance from the hole is scored for the batter and this is the end of his inning, the fielder next becoming the batter. As many innings as desired may be played and the score is accumulated.

212. PINCHO (or Telegraph)

The players stand along a line holding hands. "It" stands facing them at a distance of about 15 feet. The line moves forward step by step, "it" taking one step back for every forward step of the players.

The first player in the line calls "Pincho" and squeezes the hand of the player next to him. Number two squeezes the hand of Number three and so it is continued down the line until the last person receives it, yelling "Ow".

At this signal "it" tries to tag any of the players, who have let go their handclasps and race for the "safe" (starting) line. Those tagged join "it" in trying to tag other players in the next game.

213. PIN THE TAIL ON THE DONKEY

For this old and popular party game a large picture of a donkey is drawn on a piece of cardboard, but he is drawn without a tail.

The children are blindfolded one at a time and given a piece of wool on a pin. Each child then tries to pin the "tail" on the proper place on the drawing, taking turns. The one coming the closes is the winner.

214. PIRATES AND TREASURE

Any number may play this game. The players are divided into two equal teams, one the Pirates, one the Guards. Ten objects such as peculiar stones or sticks are collected to be the Treasure. They are put on a marked base known as the "treasure cache". Another base at some distance is the Pirates' Ship.

The game begins with the Guards going away for a specific time while the Pirates raid the cache and hide the treasures anywhere within the boundaries agreed upon, except that none can be put in the ship. When the time is up the Guards return to the cache and find the treasure gone. This really starts the game.

The Pirates try to get the treasures from the various hiding places to the ship while the Guards try to stop them and get it back to the cache. The Guards may look for it themselves too. A treasure once put on ship or returned to the cache can be taken out by the other side if it is unguarded. If one side succeeds in getting all the treasures to their base then they win.

215. PLANT OR ANIMAL

Two teams line up facing each other about two yards apart. Each team has a goal line about 20 feet behind it. One team is the Plant team, the other the Animal team.

The Leader calls out the name of some plant or animal. If she calls a plant, then the Plant team rush for their goal, while the Animal team try to tag them. If tagged, Plant team members join the Animal team, and vice versa. The team that ends up with most members wins the game.

216. PLUG BALL

This game can be played outdoors or in a gymnasium or large room. Two lines are drawn from wall to wall about twenty feet apart. The players are divided into two equal groups, each group standing along one of the lines.

Several balls of any size are given to each team, about 6 or 7 players to a ball. At the signal, they throw the balls back and forth across the intervening space. Whenever a ball touches the floor in the territory of either team it counts a point for the side making the throw. The balls must be thrown across the intervening space, and if the throw falls short a point is scored for the other team.

There should be two scorers - one for each team. The team wins that first scores 20 points. (See page 104)

217. POISON

Any number of players sit in circle formation. Three or more objects are given to different players. When the Leader says "Go!" these objects are passed around the circle as rapidly as possible. When the signal is given to stop, the action must stop immediately. Those players having the objects in their possession must drop out of the game. The process is repeated until a winner is determined.

218. POISON SPOT

A piece of cardboard is placed on the floor or a circle about three feet in diameter is drawn. This is the "Poison Spot".

The players form a circle around this spot either with hands firmly clasped or with arms on the shoulders of players on either side. At the starting signal, the circle sways and pulls, each player trying to cause his neighbor to step on the

"Poison Spot". Any player who does step on it must drop out of the game. The player who stays in the longest wins.

Teams may play the game by numbering off the players in the circle so that alternate players form a team. The even numbers and the odd numbers constitute the two teams.

219. POM POM PULL-AWAY

There are two goals in this game, any distance apart. All the players except one hang onto or touch one goal, while one player designated as "it" stands between the goals. "It" chants,

"Pom Pom Pull-Away,

If you don't come I'll pull you away!"

At this signal the players try to reach the other goal without being tagged by "it". If a player does not leave the goal "it" may endeavor to pull him away from it.

The first player tagged is the new "it" for the next game.

220. POOR HOUSE

All the couples but one are seated on chairs in a semi-circle. The remaining couple sit at the open side of the semi-circle, which position is called the "Poor House". There should be two or three feet of space between the pairs of chairs so as to distinguish one couple from another. Each couple have hands clasped tightly. The couples number off.

To start the game one of the players in the "Poor House" turns to his partner and asks, "If you weren't living in the Poor House, where would you like to live?" His partner replies by naming two numbers, for instance she might say, "Either two or seven". Now couples number two and seven must try to exchange places while the Poor House couple try to get into one of their seats. That couple which fails to secure a place is the next to reside in the "Poor House".

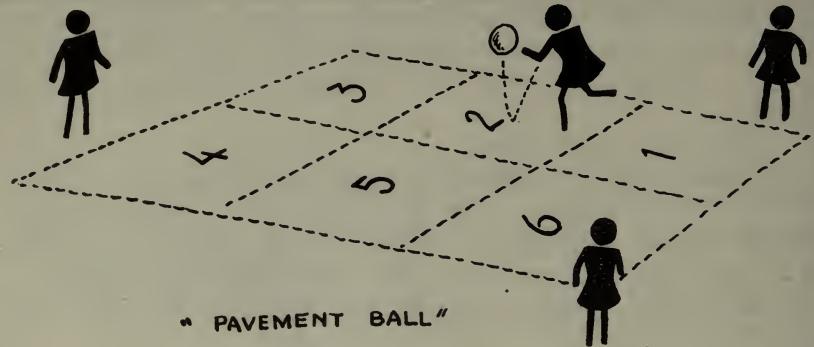
Every now and then the Leader may call, "House on Fire!" which is the signal for all the couples to change places. (See page 104)

221. POOR OLD BEGGAR

This game is best played with a group of not more than ten players. The Leader tells the players of a poor old beggar he met and asks them in turn if they will give him some clothing. Each player must offer some piece of clothing but no one thing can be mentioned twice. The words "yes" and "no" cannot be

said by any player, nor can any color be named.

The Leader tries to trick the player into using one of the forbidden words by asking such questions as, "Will you give him a red sweater?" If the player answers with either "yes" or "no" then he must pay a forfeit. He could answer "I have none," or "They are all worn out", anything to keep from answering with the forbidden words.



222. PRINCE OF PARIS

The players sit in a line or in a circle formation. If in a line, the Leader stands in front of them; if in a circle, she takes her position in the center. The players number off consecutively.

The game starts as the Leader says, "The Prince of Paris has lost his crown and I think Number Three has it." Before the Leader can add "Number Three go foot" that player must say, "Who, sir? I sir?"

"Yes, sir! You sir!" replies the Leader.

"No, sir! Not I sir!" says Number Three.

"Who then, sir?" asks the Leader.

Number Three then calls some number such as, "Number Eight, sir!"

Number Eight must then say, "Who, sir? I sir?" before the Leader can say, "Number Eight, go foot."

The game goes on in this fashion until some player is caught before he can say the prescribed words. He then takes the place of the Leader, who goes to the foot of the line, taking the last number, while all the other players move up one place. This changes their numbers and complicates things so that they must be really alert or they will be caught. Of course the Leaders always try to catch those who are at the head of the line!

If the Leader should make a mistake in the dialogue then he takes the last position while all move up one. The one to whom he was conversing now becomes the Leader.

223. PRISONER'S BASE

Any number may play this game as long as they are divided into two equal teams. The playing area is variable, the size depending on the number of players. A space about sixty feet square is good. A little to the left of the center of each base line is a prison ten feet square. One side of the prison is the base line; the other is ten feet out from the base line towards the other side of the field. The two teams line up, one behind each base line. The territory between the two teams is "no man's land".

One after the other, players venture out in an attempt either to capture prisoners from the opposing side or to make runs into the enemy territory and back again without being caught.

Three consecutive runs without the player being caught entitles the player making them to select a prisoner from the

opposing team or to free a prisoner from his own team. A player who makes a successful run into the opponent's territory, however, is not entitled to capture a prisoner or free one of his own men on the way home. When the player crosses the opponents' base line into the enemy camp he is free and may not be tagged until he starts back home. Any time he ventures beyond the base line he may be tagged, but then only by an opponent who is "fresh" on him, that is, an opponent who leaves his home ground after the player in question crosses the base line. This rule applies also to players leaving their home grounds to make a run or to capture a player from the opposing team. In other words, a player from Team A is always vulnerable to a player from Team B who has left his home territory after player A has ventured into "no man's land" from behind either base line, but he is not vulnerable to the players who have left their home grounds before he crosses his own or his opponents' base line.

In attempting to take prisoners, no players may tag more than one opponent at a time. Each time a player makes a capture he must return to his home territory before attempting to take a second prisoner.

Players who are captured are placed in prison. To make rescue easier, the prisoner may reach as far out of the prison as possible so long as one of his feet is within it. When there are several prisoners, they may take hold of hands or otherwise touch each other and reach forward as far as possible but one of them must keep one foot within the prison goal. In the prisoners' line the first one caught should be farthest from the prison, the next one caught holding his hand, and so on in the order of capture. (See page 109)

A guard should always be at hand to intercept any attempts at rescue. Only one prisoner at a time may be rescued and on their way home a prisoner and his rescuer are free from being tagged. Once a player is taken the game becomes very fast, and at this point allows for a lot of initiative and quick thinking.

224. PRISONER'S RING

The players are arranged in a circle with hands joined. One player is the "prisoner" and takes his place within the circle. He tries to break out by going over or under the clasped hands of the circle players or otherwise breaking their hold. Of course the circle players try to keep him in. Should the prisoner escape, all the other players give chase, the one catching him becoming the next prisoner. Prisoners are not allowed to rush more than two strides in attempting to break

through the lines.

225. PROFESSION PANTOMINE

The players are divided into two equal groups or teams. The members of one team are each given cards on which is written a profession - a different profession on each card. The other team have cards on which corresponding professions are written.

Each member of the first team, in turn, must pantomime the profession written on his card. As soon as a member of the opposite team recognizes the profession being acted as the one on her card, she shows her card to the actor, and if correct claims her partner.

Suggested professions are dentist, teacher, hairdresser, artist, lawyer, actor, etc.

226. PUSS IN THE CORNER

There is one more player in the game than there are "corners" or spots designated as corners. The players take up positions in each of the corners while the odd player, "Puss" goes from one player to another saying, "Pussy wants a corner!" The player to whom this is addressed replies, "Try my next door neighbor."

Any two of the other players meanwhile watch their opportunity to exchange places. They try to make an exchange of signals and to dash across from place to place when the attention of "Puss" is attracted in some other direction. "Pussy" tries to secure a corner by rushing to any place that is vacant, and thus make the player left without a corner the next "Puss".

227. QUEEN'S HEADACHE

One player is blindfolded and sits on a chair at one end of the room. An empty chair is placed on each side of him. The Leader then announces that the "Queen" has a headache and doesn't want to be disturbed.

The players try to creep up to the empty chair without disturbing the Queen. The Queen groans as soon as she hears footsteps approaching, and the one who is walking must sit down wherever he is. The game is continued until two players succeed in getting into the empty chairs. If the group is large, place two or three chairs on each side of the Queen and play until they are all filled.

228. QUICK ART

WATZIT? *Dictionary*

The players are divided into any number of equal teams, each team having a pad of paper and a pencil. At a signal one member of each team goes to the Leader. The Leader announces to all present that the answer will be a book title (etc.). To the representatives of the teams she whispers a specific book title. Each player rushes back to his team and draws a picture or several pictures which should give them enough clues to guess the right title. The first team to guess correctly wins a point.

The Leader may use song titles, book titles, movies, nursery rhymes, etc. The members of the teams take turns at being the representative who does the drawing.

For example: 4 ?  should give the players enough clues to guess the book title "For Whom the Bell Tolls".

229. RABBIT IN HOLLOW TREE

The players form several small circles of two or three players by joining hands. One player stands in the center of each of the circles - the rabbit in the hollow tree. There are two extra players, one a rabbit and one a hound which chases the rabbit.

The rabbit takes refuge in one of the hollow trees by ducking under the arms of the players. The rabbit already in that tree must dash out as only one rabbit can be in each tree. The hound now chases this rabbit. If caught, the rabbit and the hound change places. (See page 109)

230. RADIO DIAL

The players are seated in a circle and are numbered, but not consecutively. One player in the center then calls out a number and starts to count rapidly to ten.

The player whose number was called must stand and start to sing a song before the count of ten. As soon as the person in the center sees that he cannot catch that player, he calls out another number. When another number is called the player singing may sit down again.

When a player cannot think of a song before the count of ten he changes place with the center player, giving that person his number. Once one player has started on a song, no other player may use that same song, the penalty being that he becomes the center player.

231. RATS AND TRAPS

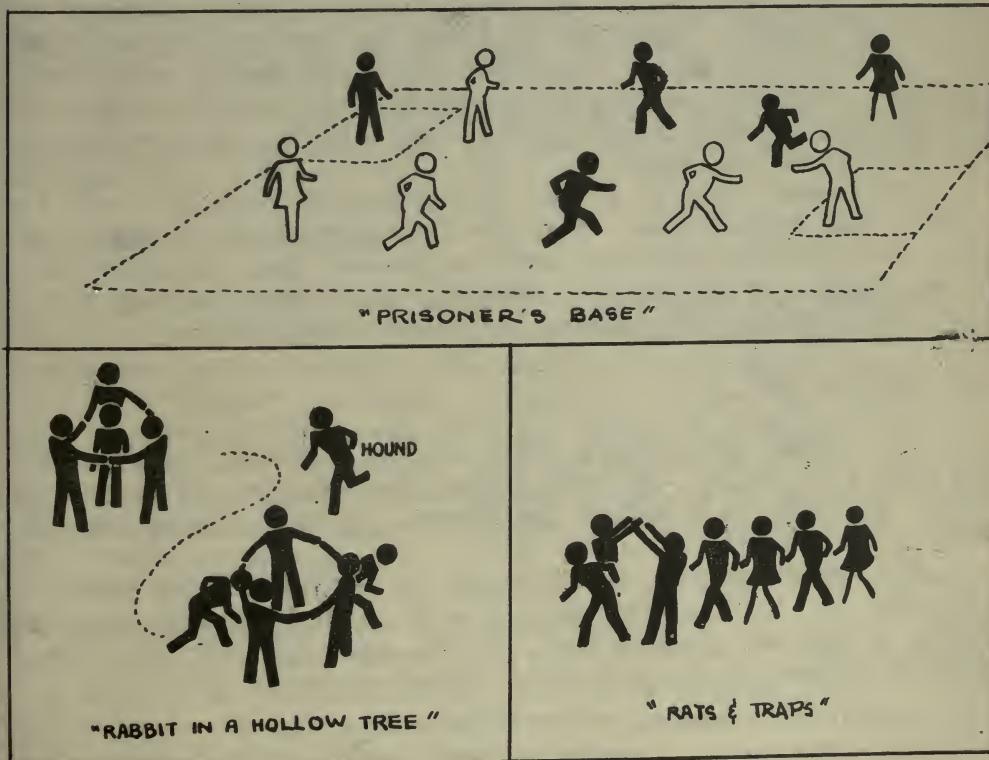
Two players stand facing each other grasping hands held high. The other players form a file and march under the arch of the arms. At a whistle, or when the music stops, the two players bring their arms down thus trapping a "rat".

At the signal to go again, the "rat" remains in the trap until another is caught. These two then form another trap. The game goes on until all the players are caught. (See below)

232. RED LIGHT

"It" stands on one line with his back to the other players, who are standing on another line any reasonable distance back. "It" counts to any number rapidly then says "Red Light!" and turns around.

During the counting the players move forward as rapidly as possible, but they must be standing still when "it" says "Red Light!" If "it" catches any one moving when he turns around, that player must go back to the original line and start over again. The first one to get to the line "it" is on is the next "it".



233. RED ROVER

Two parallel lines are drawn about thirty feet apart. The players line up behind one of them. "It" stands near the center of the area between the lines.

He calls, "Rover, Red Rover,

Let Johnny come over."

At this, the player called must cross the area to the opposite line without being tagged. If a player is tagged he must assist "it" in catching the others, as they are called

One or more or all the players may be called over at the same time. The last one caught is "it" for the next game.

234. RELEASE

This is an outdoor game for twenty to thirty players and is best played in a wooded area where there are lots of hiding places.

A circle about five feet in diameter is marked out in the center of the playing area. Two teams are chosen, each with a captain. One team remains in the circle while the other scatters and hides by the time the captain of the circle team can count to 200 by fives. The team in the circle, leaving one member as a guard, sets out to catch the members of the hiding team. To catch a player they must catch him bodily, not merely tag him. Whenever a player is caught, the captor calls out "Caught" and leads his prisoner to the circle, to place him in the custody of the guard.

A prisoner may be freed by a teammate running into the circle and tagging him. Only one prisoner can be freed at one time and both the prisoner and the rescuer must escape without being caught by the guard. When all the members of the hiding team are placed in the circle the teams change places.

235. REVERSE TAG

Any number of players form a circle facing the center. One player is "it". He runs around the outside of the circle until he comes to a player he wishes to tag. As he tags the player, he reverses his direction.

The tagged player runs around the circle in the opposite direction to "it" trying to get back to his place first. The first of the two players back to the open space in the circle takes his place in it, while the other player is "it".

236. RING AROUND A ROSY

The children form a circle by joining hands and skip or walk around as they all sing the verses. When they sing, "We all fall down", each suddenly squats or falls down.

This game is a lot of fun for the younger set to play in a wading pool.

Ring around a rosy, a pocketfull of posies,
Husha. Husha! We all fall down!

The king has sent his daughter to fetch a pail of water,
Husha! Husha! We all fall down!

The robin on the steeple is singing to the people,
Husha! Husha! We all fall down!

The wedding bells are ringing, the boys and girls are
Husha! Husha! We all fall down! singing,

237. RING TOSS

Each child has a small stick or ruler. They stand in circle formation while the Leader, in the center tosses up a ring, or possibly two or three rings. Ordinary sealer rings are about the right size. The children try to catch the rings on their sticks. If rings of different sizes are used, score five points for a large ring, ten for the next size, and fifteen for the smallest.

238. ROBBING THE ORCHARD

The players sit in a circle. One, who is the "Robber" is sent out of the room. An apple is placed in the center of the circle and another player, the "Farmer" is chosen.

The "Robber" returns, enters the circle and grabs the apple, leaving the circle the same way as he entered. He does not know who the "Farmer" is until he grabs the apple. As soon as he does this, the "Farmer" gives chase. If he catches (tags) him, he becomes the next "Robber" and leaves the room as another "Farmer" is chosen.

239. ROLY-POLY

This game is best played on smooth ground with a soft rubber ball. The players stand about a foot apart on a line - it is best with from six to twelve players. Each player digs a

hole in the ground on the line large enough to fit the ball being used. Now one player is selected to be the first "roller".

The "roller" takes a position about five yards distant from the line of players, drawing another line so as not to lose his position. He tries to roll the ball into any one of the holes. If he succeeds in "making a hole", all the players except the one into whose hole the ball rolled scatter as rapidly as possible. The player into whose hole the ball rolled grabs it, at the same instant calling "Halt". He then tries to hit some one of the players who stopped dead when he gave the command.

If the thrower fails to hit anyone, a pebble is put into his hole. If he does hit a player then that player has a pebble put into his hole and he becomes the next "roller".

If the "roller" should miss making a hole after three rolls, he has a pebble placed in his hole.

When a player has five pebbles in his hole he must pay a penalty - he stands on the rolling line, back to the players, hands on knees, while all the players, standing by their holes, take two shots at him with the ball. (See page 116)

240. RUN FOR YOUR SUPPER

The players form a circle with hands joined. One player, outside the circle walks around and suddenly thrusts his hand between two players saying, "Run for your supper!" This is the signal for the two players to race around the circle in opposite directions, while the odd player, "it" slips into one of the vacant places. The first of the running players back jumps into the remaining vacant place, leaving the second one as the next "it".

The game may be varied by having the runners skip, gallop, hop, etc. around the circle instead of run.

241. RUNNING CIRCLE CHASE

The players stand around a large marked circle at equal intervals apart and all facing the same direction. At the signal they start to run around the outside of the circle, each player attempting to tag the one in front of him.

As soon as a player is tagged he must drop out of the competition. He drops out, too, if he steps inside the circle.

The aim of each player is to put out as many others as possible without being tagged himself.

242. RUN, RABBIT, RUN

One goal is marked off in the play area. This is the Rabbits' nest and around it cluster all the Rabbits. One player is the Fox and he strolls about in the woods. The Rabbits go for a run in the woods not thinking about the Fox. Suddenly the Fox calls, "Run, Rabbit, Run!" and chases them. Any Rabbits he tags help him in catching other Rabbits, but only the original Fox can call the words that are the signal for the chase.

243. RUN, SHEEP, RUN

A large wooded area is best for this game. The players are divided into two teams, each with a captain. A home base is decided upon around which one team stand while the other team, following their captain, disappear into the bushes to hide. When the captain has hidden his team and given them certain directions he returns to the home base and draws a chart indicating the general route taken by his team, but not the landmarks, etc.

The other team now set out to find the hidden team, always staying with their captain. The captain of the hidden team warns his men of the whereabouts of the searching group by shouting out prearranged signals. For example: "Blue" may mean danger, "Green" lie low, and so forth. When he thinks the hunting team is far enough away from the home base he calls out "Run, Sheep, Run!" which is the signal for his team to rush for the base as fast as they can. When the searching team hear this, of course they race for home too, trying to beat the other bunch there. The last team back to home base loses, and they are the hunters for the next game.

244. SARDINES

For this game the play area should not be too large. It is best played indoors. One of the players is selected as the Hider, and while the others are blindfolded he hunts for a hiding place. After a set time he must be in his hiding place and the others are scattered and set about looking for him. He may not change his place after the hunting has begun. Once a player has found the Hider he slips into the hiding place with him as quietly as possible and may remove his blindfold.

The hunting continues until all the players are packed into the hiding place like sardines in a box. The one who first discovered the Hider plays that role in the next round. In-

stead of blindfolding the players the room may be darkened.

245. SCAVENGER HUNT

If there are just a few players each should conduct his scavenger hunt individually. Teams may be formed if there are many players. Each player (or team) is given an identical list of things to find and bring back to the base. The game will become boring if articles that are too hard to find are listed.

At the signal the players leave to find the articles listed. If the game is being played individually, each player hunts alone. Teams may hunt as a unit or each member may be given one of the articles to be responsible for. A time limit should be set at which time all players must return to the base whether or not they have found all the items. Each item has been given a number of points and at the end of the game the person or team with the highest score wins the game.

246. SCISSORS, PAPER, STONE

This is a game that can be played either by individuals or teams. The players stand or sit in two equal teams facing each other at a distance of about three feet. Each line has a captain who goes down his line whispering one of the above three words, say "stone", and remains at the far end. At the signal to go, all the players of each line make the gesture for the word their captain whispered. For "scissors" the players hold up two fingers forming a V; for "paper" the hand is held out flat, palm down; for "stone" the fist is clenched.

"Scissors" wins over paper as scissors can cut paper.

"Paper" wins over stone because paper can wrap stone.

"Stone" wins over scissors because stone can break scissors.

The object of each team is to select a word that will win over that selected by the opposing team. If they both should choose the same word at the same time they cancel each other.

The winning team each time takes one of the losing team's players. At the end of a designated time the team with the larger number of players wins.

247. SCRUB or BATTER UP

Any number may play this outdoor game. There is one base in the same position as in regulation baseball. There is a first baseman, a pitcher, catcher and batter. The rest of the players are fielders and are numbered.

The pitcher tosses the softball underhand. The batter must hit it, run to first base and back home before the ball reaches the home plate. He is allowed the usual three strikes, and is out if he fails to hit the ball on all three of them. Likewise he is out if someone catches his hit ball. When a batter is put out he takes the last fielder's position while all other players move up one position. The first fielder becomes first basemen, while that player moves on to pitcher; the pitcher becomes catcher; and the catcher is the next batter.

If there are more players, two can be batters, each one continuing to bat until he is put out regardless of the other. As the number of players increase, three batters are up, but there is still only the one base. When there are many players the game may be enlarged to include four batters and the regulation three bases.

248. SHEEP, SHEEP, COME HOME

The playing area should be marked into three sections - each end being a Sheepfold, and the center area being the Woods where the Wolf hunts.

One or two of the children are chosen as Wolves and take their stand in the center area. One child is the Shepherd who stands in one of the Sheepfolds while all the other players, the Sheep, stand in the other fold.

The Shepherd calls, "Sheep, sheep, come home."

"No, the wolf will catch us!" call all the Sheep in unison.

"Come home anyway," commands the Shepherd.

This is the signal for all the Sheep to dash for the opposite fold. The Wolf or Wolves tag as many as possible as they proceed through the woods. Those tagged go to the Wolf's den at the edge of the center space and must hereafter help to tag other sheep.

The Shepherd now takes his stand at the opposite fold repeating the orders. The game continues until all but one or two sheep have been tagged. These become the Wolves for the next game.

249. SHOPPING

The players sit in any convenient formation. One player starts the game by pointing to another and saying, "I'm going to ----. What can I buy?" The person indicated must name three articles beginning with the first letter of the city named before the group can count to ten slowly and quietly.

For example, if the first player had named New York, the

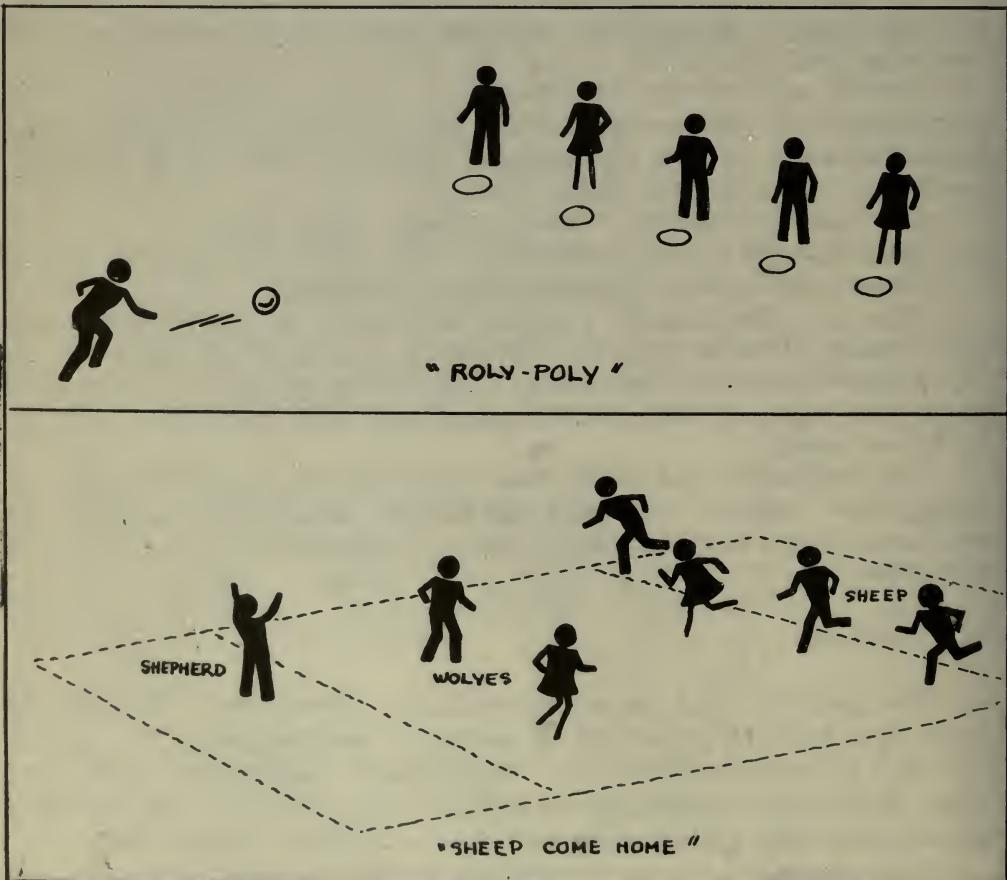
one pointed at could answer, "Newspapers, nuts and needles."

If a player fails to name the three required articles within the count of ten he must drop out of the game. If he does name them correctly then it is his turn to point at someone else.

250. SHOUTING PROVERBS

The players are divided into any number of groups. Each group selects a well-known proverb without letting the other groups know which one they have chosen. One word of the proverb is given to each member of each group. If there are not enough words to go around, two players may take one word.

Each group takes its turn in performing. When called upon to perform, all members of the group shout their assigned words in unison. The other groups must guess the proverb. Before shouting, the group must announce the number of words contained in their proverb.



251. SIDEWALK TENNIS

This is a game for two players and is played on a level "court" comprised of four cement sidewalk blocks about three feet square. The court is marked off as shown in the accompanying diagram. One of the players is the receiver, the other the server. Each takes his position in the court, with the imaginary net, line AA between them. A tennis or rubber ball is used.

The server serves the ball with the open palm over line AA into the receiver's court. If the receiver fails to return the serve, a point is given to the server.

The server may put the ball into play from any position in his court as long as he does not step over the foul line BB. The receiver must allow the ball to bounce once before returning it. After the ball has been served it may be returned in any manner by either player.

The original server continues in that capacity as long as he is scoring points. When he fails to serve the ball over line AA into the receiver's court he loses his serve. The server may also lose his serve if he fails to make a good return.

A point is scored for the opposing player when a player fails to return the ball over the imaginary line or to place it inside his opponent's court. One court is bounded by the side-lines, line AA and line BB. The other is bounded by the side-lines, line AA line CC. (See page 121)

The number of points to a game is eleven, except when the score is tied at ten all. In this event the server must win two points in succession to be considered the winner.

252. SIMON SAYS

The Leader, standing in front of the players so that all may see her says, "Simon says do this" and makes some gesture. The players do likewise. Should the Leader make a gesture but fail to say "Simon says", the players are to remain still. Those who do imitate the gesture in this case are eliminated.

The commands should be given rapidly so as to confuse the players into doing the wrong things. When a player makes a mistake he is eliminated.

253. SIT AND SING

All the players except one leave the room. The player left hides a given object that all have seen (a coin will do)

somewhere in the room in plain sight. The others are called in and at once begin searching for the object. As each player discovers it he does not touch it or say anything, but goes to a designated corner, sits down and starts to sing. The last person to sit down should be made to pay a forfeit.

254. SLAP HANDS

Two teams line up, one at each end of the play space, or about forty feet apart. Starting at one end of its line, team A sends a runner to team B. The team B players are standing with both feet behind their line and each player has one hand held out palm up.

The runner from team A walks along the line slapping each up-turned hand softly until he comes to the person he would like to have chase him. He slaps this person's hand hard and immediately dashes for his own team line. If he gets there before the chaser can tag him he is safe, if not, he joins the other side.

As long as the runners continue to get home safely their team is "up". Once a runner is tagged however, it is the tagger's team who sends out the runner. At the end of the playing time the team having the most players is the winner. (See page 121)

255. SMUGGLERS

A large number may play this game but they must be an even number. They are divided into two equal groups - one the Smugglers and the other the Cops. The game is best played in a large bushy area or a park, with definite boundaries understood. A den or centrally located base is chosen. Now we are ready to start the game.

The Smugglers must have the loot which may be a colored stone, a pocket knife or some such thing. They go apart from the Cops and select one of their number to hold the loot. He secretes it upon his person then the whole team run off and hide either separately or as a group. When they are all hidden the last one to hide calls out "Smugglers!" which is the cue for the Cops to dash out and find them.

The Cops must catch the player who has the loot while he tries to get to den or base safely without arousing suspicion. If he can get home safely then his side has won and the procedure starts over again.

As the Cops catch each player they must challenge him individually be searching him or by "crowning" him. To "crown" a

player, the Cop slaps his hand down on the top of the head of the Smuggler and demands, "Have you the loot?" to which the Smuggler must answer truthfully. If he has it then he must give it to the Cop without further struggling. The Cop then rushes to the base with it calling out that he has it. This ends the game and reverses the positions of the groups for the next round, with the Cops becoming Smugglers and the Smugglers Cops.

If a player is "crowned" and found not to have the loot he is set free again.

Of course all the Smugglers try to divert attention from the one of their band who is carrying the loot so that he may get to the base safely and so give them another turn at being Smugglers.

256. THE SNAKE AND THE BIRDS

This is a game for a mixed group of young children. The boys are formed in a line with arms locked, to represent the snake. If the group is large there may be two or three snakes. The girls are birds and scatter promiscuously about the playing area.

The boys, keeping their line intact, try to encircle any of the girls they can, thus catching them. Any birds caught are sent to a designated spot such as a bush, stone, corner, etc., to remain there until the rest of the birds are caught.

Definite boundaries should be set before the game starts as it is often very difficult for the line of boys to catch the active running girls. (See page 121)

257. SNATCH IT

Two teams of players are lined up facing each other about ten feet apart. Each team numbers off. An object (handkerchief or club) is placed between the teams, an equal distance from each.

When the Leader calls a number each of the two players having that number (one from each team) tries to get the object and safely reach his team line before the other player can tag him. If he reaches his team line without being tagged he scores one point for his team. If the opposing player tags him then the tagger's team scores the point. (See page 121)

258. SOCK-'EM

A large circle is drawn, around which the players stand

from six to ten feet apart. Each player digs a small hole in the ground beside him. One player is "it" and stands in the center of the circle and is equipped, like the others with a shinny, hockey or straight stick. "It" also has a soft ball.

His object is to knock the ball into a hole or put his stick into someone's hole. Each player guards his hole by putting his stick in it. If a player removes his stick he must be very careful, for while he swings at the ball, "it" or one of his neighbors may put a stick in his hole.

If "it" succeeds in doing so, he and the player change places, but if a neighbor puts his stick in the hole, then "it" and the dispossessed player dash for the vacated hole.

The fun lies in keeping from being "it", in dispossessing a "sleeper" in the circle by sneaking a stick in his unguarded hole, and by whacking "it's" ball as far as possible. (See page 121)

259. SPANISH FLY

This is a variation of Leap Frog and is usually played by boys. As the leader goes over the bender he calls "Spanish Fly" and must not touch the bender in any place nor can any of the subsequent leapers.

The next time he goes over he calls "Spur the Mule" and places one hand in the middle of the bender's back as he goes over, as do the other players. Ingenious boys can think up scores of different ways of going over.

Finally, the leader calls "Hats on Davey" and places his cap if he is wearing one, or some small object on the bender's back as he leaps over. Each player does the same, making it very difficult for others to leap over without knocking something off.

If a player does knock something off he is "it", or bender. Likewise, if during the game a player is unable to perform one of the stunts set down by the leader that player must become "it".

260. SPELLING BEE

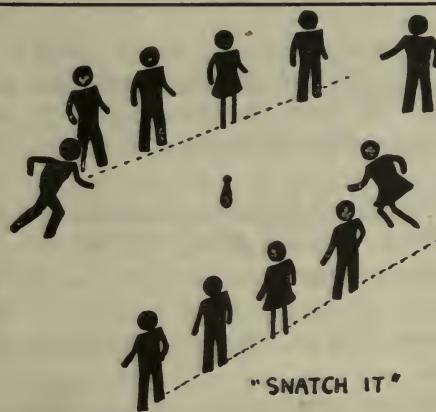
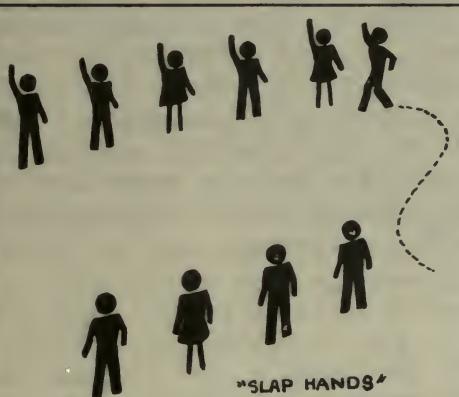
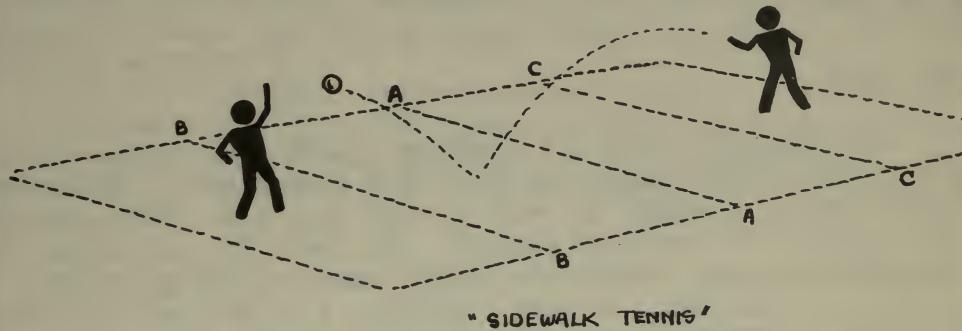
Any even number of players may take part in this game. The players are formed into two equal teams, while one person with a prepared list of words acts as the Leader.

The Leader says a word to the first player of team One. That player repeats the word then spells it. If a mistake is made either that player is eliminated or one point is scored for the opposite team, and the first player of team Two is

asked to spell the word. The Leader thus alternates giving a word to team One, then to team Two and so on, starting with the first player of each team, then to the second, third, etc.

If players are eliminated when they make mistakes then the winning team is that with the most players left when the list is completed. Otherwise the higher score wins.

Variation: Have the players spell the words backwards.



261. SPELLING GAME.

This game is conducted exactly as is a Spelling Bee. However, two chosen letters must not be spoken but should be indicated by some gesture thus:

"A" - bend right arm and raise elbow.

"T" - bend and raise left leg and touch chin to knee.

Words should be chosen that contain as many as possible of the designated letters. For example, battle, attack, pasture, etc.

262. SPUD

The players stand in a circle, with one in the center holding the ball, about the size of a volley ball. The center player throws the ball up and at the same time calls out the name of one of the other players. All but the one called immediately scatter, while the player named catches the ball as quickly as possible, calling "Halt" as he does so. All must stand still while the man with the ball tries to hit one of the players with it. He must do his throwing from the spot where he secured the ball. If he misses, he must recover the ball, remain on this second spot of recovery and try again to hit one of the others. As he runs to the second spot the players have another chance to scatter until he can pick the ball up and cry "Halt" again. If he hits a player the game is repeated from the beginning with the hit player tossing the ball up and calling out the name of one of the other players.

263. SQUARE BALL

The players are divided into two teams - the O's and the X's. It is best played with eight members to a team, but more or less can be accommodated.

A large inflated ball is used.

A court similar to the one in the diagram is marked out. It can vary in size to suit the age of the players. The X team players take up positions around the square while the O's group together in the center.

The ball is passed around from one X player to another until, suddenly one throws it at the O's. If an O player is hit the X's scatter but as the hit player recovers the ball the X's must halt. Now the O man tries to hit an X.

The X's are allowed to swerve their bodies to dodge the throw but must not move their feet.

Every X player hit by an O scores one point for the O team,

and every ball thrown that misses one of the X players scores one point for the X's. When an X is hit the ball is returned to them and they take up their original positions as the game resumes.

The team first to score 25 points wins. (See page 126)

264. SQUIRREL IN THE TREES

The players stand in groups of four - three of each group forming a circle by joining hands (trees) with one in the center (the squirrel).

There is one extra squirrel without a tree.

At the signal from the Leader all the squirrels must run for different trees, the extra one trying to find a tree. The one who fails to find a tree is the extra squirrel for the next round.

265. SQUIRREL TAILS

Each child has a handkerchief or other piece of cloth tucked into his belt at the back. These are the squirrel tails. When the signal is given all rush to some spot where nuts have been scattered. (Peanuts or counters of some kind). There they try to gather up as many nuts as possible and also try to get as many tails as possible by pulling them out of the belts of the other players. All the time of course, they are protecting their own tail. Once a squirrel loses his tail he must return to the starting point.

All return when another signal is given and each person's supply of nuts and tails is counted. Nuts score one point each while the bounty for a tail is five points.

266. STAGE COACH

Give each player the name of some part of the stage coach, or passenger in it. All the players but the Leader are seated in a circle.

The Leader tells a story about a stage coach. Whenever she names one of its parts or passengers, the one or ones bearing that name must get up and run around the circle to the left and take his seat again. Any player who does not get up at once when his name is called is out of the game.

Whenever "stage coach" is mentioned in the story, all the players must change seats. The Leader now tries to get a seat for herself. The player who is left without a seat now becomes the Leader and continues the story.

267. STEALING STICKS

Any large playing space may be used for this game, and any number may play it. A line is drawn across the center of the area dividing it into two courts. The ends of each court are the base lines. Along the base line and one of the side lines of each court, diagonally from each other, mark two boxes four feet square -- these are the prisons. The booty, three sticks of wood, Indian clubs or bean bags is placed on the base line of each court. The players are divided into two equal teams.

The object of the game is for the players to steal the sticks or booty of the opposite team. As soon as any player crosses the center line he is in enemy territory and is liable to be caught, but if he can succeed in capturing a stick or whatever is being used as booty, he may then return to his own side in safety.

If he is caught before he gets the stick he must go to prison and wait there until a player from his own team comes to free him. As soon as the one who rescues him touches his hand they may both return to their own side without being tagged.

The game ends when one team has all the booty and none of its men in prison. If time is called the team having the greater number of sticks or prisoners wins. (See page 126)

268. STOOP

The players form a double circle, one circle facing clockwise, the other counterclockwise. At a signal (or when the music starts) each circle skips or marches around in the direction it is facing.

At a second signal (or when the music stops) each player seeks a partner in the opposite circle and together they stoop down. The last couple to stoop each time is eliminated until only one couple is left.

269. STOP AND START

The Leader points in any direction and at the same time calls "Hop" (or skip, run, walk, etc.). All the children do as she has indicated. When she blows a whistle or gives the signal all must stop immediately. She then points in another direction giving another command.

Any children who do not stop the moment the signal is given or who otherwise do not follow the directions are assigned to another group. The last player in the original group is the winner.

270. STOP BALL

Two teams are formed, the Reds and the Blues. The Red team lines up one behind the other while the Blues scatter in front of them. One Blue player serves as pitcher and standing ten feet in front of the Red team, tosses an inflated ball of any type underhand to the first player of the Red team, who bats it and runs rapidly around his own team as many times as possible until the word "stop" is called.

In the meantime, whoever of the Blue team gets the ball stands still where he catches it while the rest of the Blue players quickly line up behind him. He then passes the ball back overhead. Each player must touch it in turn. The last player yells "Stop".

Each complete circuit of the Red team by their first player counts one point. This is the first half of the first inning. Now the one who did the running becomes the pitcher, tossing the ball to the first player on the Blue team which has not moved from its position where its first player secured the ball. (See page 126)

271. STRAIGHT LINE

Very young children have a lot of fun playing this simple type of relay game. The players form any number of parallel lines in file formation.

At a signal from the Leader all run and touch some previously designated spot, then rush back to place.

The object of the game is to see which line can get back to place and form a straight line first. One point is awarded to the line getting back in place first. To keep the game exciting the spot they are to touch should be changed frequently.

272. SWAT THE FLY

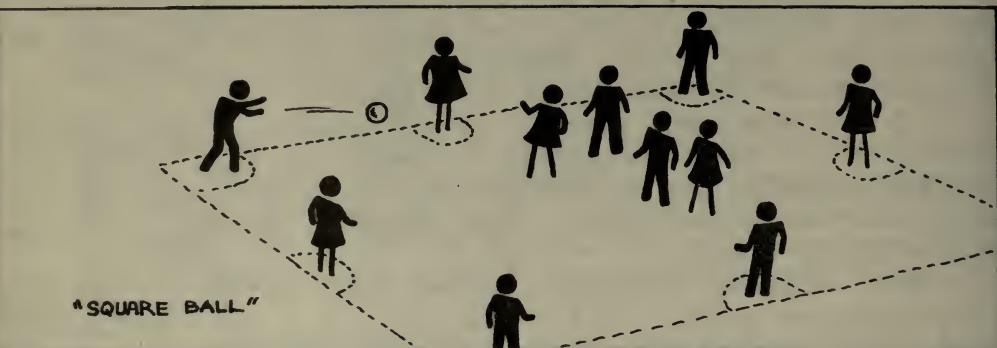
The players form a circle with one player, "it" inside. Some receptacle such as a waste basket is placed in the center of the ring. The player in the center is equipped with a swatter, such as a rolled up newspaper.

The game starts as "it" walks around the circle, suddenly swats someone with the newspaper, then rushes to deposit the swatter in the basket. The player swatted runs to the center, grabs the swatter and tries to swat the runner before he can get back to the empty place in the circle. If he is successful he resumes his place in the circle and "it" tries to catch someone else. If, however, "it" reaches the empty place before

the player can swat him, then that player is the new "it"

273. SYNONYMS

The Leader calls out words one at a time. The players



write down a synonym for each word called.

At the end of the game the players add up their scores by counting one point for each letter of the synonyms used.

Either the highest or the lowest score can be the winner, but which ever it is should be stated before the game begins.

274. TAG

Of all games, tag is probably the most common. It requires no equipment, no special area and can be played by any number, from two to over fifty.

One player is "it" and chases the other players until he tags one, in which case they change places and the tagged ~~one~~ becomes the new "it".

In most games of Tag some base is decided upon which makes a player "safe" while touching it.

There are many variations of Tag, some of which are:

Chinese Tag: the tagged player must hold the part of the body on which he was tagged.

Shadow Tag: to tag a player, "it" must step on that player's shadow.

Chain Tag: the person tagged joins hands with "it" and helps him tag others. All tagged players join hands to form a chain.

Swat Tag: "It" tags others with a swatter (rolled up newspaper, etc.) then drops it. The new "it" must pick it up and continue.

Handkerchief Tag: "It" throws a handkerchief at a player. If hit, that player becomes "it".

Wood Tag: A player is "safe" when touching any piece of wood. Any object may be used in the same way, for example Iron Tag, Tree Tag, Stone Tag, Leaf Tag, etc.

Squat Tag: A player is "safe" when squatting, the number of times a player can squat being limited to three.

Hindoo Tag: A player must kneel down and touch head to ground to be "safe". He must get up as "it" runs away.

275. TEACHER AND CLASS

One player is selected to be the Teacher and the others are the Class.

The Class players form a line facing the Teacher. Starting at one end of the line the Teacher tosses a bean bag or ball to each player in turn. Each player tosses it back to the Teacher as soon as he catches it, keeping the action as rapid

as possible.

Any one failing to catch the ball goes to the foot of the Class. If the Teacher should miss, he must go to the foot and the one at the head becomes the new Teacher. (See page 131)

276. TELEGRAPH

The players sit or stand in a circle with one player in the center. The circle players all join hands and a "message" is sent.

The message is sent from one player by squeezing the hand of the player next to him. When this player is squeezed he immediately squeezes the hand of the player next to him and so on.

The game is started when one player says, "I'm going to send a message to ----" (naming some player). The center person asks, "Has it gone yet?" The message travels and when it reaches the receiver he says "I've got it", then he in turn sends a message to someone else.

In the meantime the center player tries to intercept the message and if successful, changes places with the person caught with it. To intercept it he grabs hold of two joined hands as he sees the slight motion of the squeezing.

277. TEN STEPS

This game is best played with about a dozen boys and girls in a bushy area. A tree is selected to be the base and around it the players form a circle facing out. One player is "it". He faces the base, covers his eyes and counts to ten.

As he starts to count, the others move away, trying not to make any noise. When "it" has finished counting he turns around and if anyone is caught moving he must return to the base and start over again. If the same person is caught three times then he must change places with "it".

The counting is repeated ten times to give the players enough time to get out of sight. To give them plenty of time to get well hidden "it" counts aloud to fifty, then sets out to find them. When he sees a hidden player he races him to base, trying to tag him out before he reaches there. The first person tagged is "it" for the next game, when all the players return to the base and the game is started over.

278. TETHER BALL

If a small ball is being used, the two players should be

equipped with tennis rackets or paddles. However if a ball the size of a volley ball is used, the players can bat at it with their open hands.

The ball is tethered to a ten foot pole by a rope which is long enough to keep the ball about 18 inches from the ground.

The two players stand on opposite sides of the pole and compete with each other in trying to wrap the ball around the pole. It is a good idea to draw a line on the ground, through the pole, over which the players must not step. (See page 131)

279. THINKING OF COLORS

Any number can take part in this game. One player starts the game by saying, "I'm thinking of something in this room that is green". The others in turn name any green objects in the room. The player who guesses correctly becomes the one to choose the next object.

280. THIS IS MY NOSE

The players are seated in a circle with one person, "it", in the center. "It" approaches any one of the players, points to some part of that player's body, calling it some other part.

Before "it" can count to ten rapidly, the seated player must repeat exactly the opposite of what "it" said.

For example: "it" points to the player's elbow saying "This is your nose," then counts to ten. The seated player must point to his nose and say, "This is my elbow", before the count of ten. The player who fails to say the right thing within the count changes places with "it".

281. THREE DEEP

This is a form of "Tag" and can be played by any even number. The players form a double line facing inward, one player standing directly behind the other. One player is chosen as "it", and another is the runner.

They run in and out of the circle until the runner fears he will be tagged. He takes refuge by standing in front of one of the groups of two. As soon as he does this, the outside player in that group becomes the runner.

Should "it" tag the runner, they change places. At no time can they stand still in the circle unless to take refuge in front of a group. (See page 131).

282. THUNDER AND LIGHTNING

The players stand or sit in circle formation. Two of the players each are given a bean bag or ball. These objects are "thunder" and the Leader's whistle is "lightning".

The game starts as the objects are passed rapidly around the circle in opposite directions. When "lightning" is flashed it is disastrous for a player to be caught with "thunder", for that player must drop out of the game.

This continues until most of the players have been caught. When only three players are left when "lightning" flashes the one without "thunder" is the winner.

283. TIC-TAC-TOE

This game is best limited to three or four players. It can be played with paper and pencil or on a blackboard.

A diagram similar to the one shown is drawn. The players take turns and keep their own scores. Each player in turn holds the chalk in his hand, closes his eyes tightly and repeats.

"Tic-Tac-Toe,
Round I go.
If I miss
I hit on THIS."

As he repeats the verse he moves his arm around in the air over the diagram. As he says "This" he brings the chalk down onto the diagram. The number the chalk hits on is his score for the round. If he should miss the diagram completely he scores nothing. The player first to reach 500 wins the game. (See page 131)

284. TIN PAN TOSS

Mark the holes in a muffin pan with different numbers to indicate the value of each one. Now from a throwing line about six feet distant have the players take turns at throwing washers or pennies at the muffin tin. In each turn, each player should have three tosses.

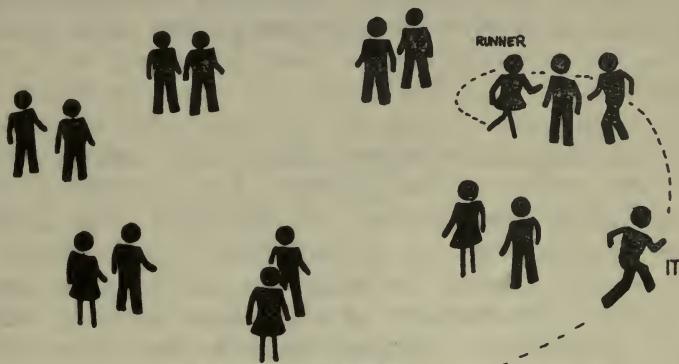
For each washer which lands in one of the holes score the points indicated. A winning number should be decided upon before the game starts, it depending upon the numbers used in the muffin pan.



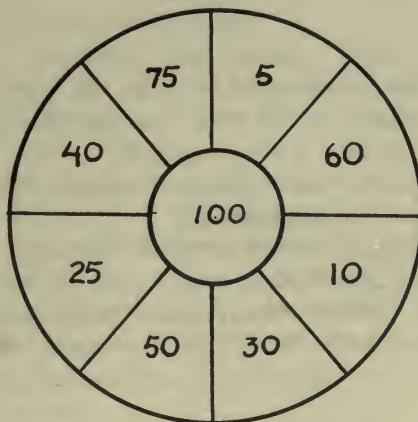
"TEACHER & CLASS"



"TETHER BALL"



"THREE DEEP"



"TIC TAC TOE"

285. TOUCH FOUR WALLS AND BACK

The children are formed into any number of equal teams, each team standing in the center of the room in a file formation. At a signal from the Leader the teams run and touch each wall of the room then race back to their starting place and reform the files. The first team to return and form a file is the winner. The game can be played out of doors using four trees, rocks, etc. as the walls.

286. TOUCH GAME

The players form a circle with one player in the center as "it". A ball is passed or tossed rapidly around the circle, back and forth or it can be tossed across the circle.

"It" tries to tag a player while in possession of the ball. If he is successful then he changes places with that player.

287. TUG O'WAR

A strong rope is required for this game, which can be played by any number. The players are divided into two equal groups, one group for each end of the rope. The players at each end stand alternately on either side of the rope and take a firm grip on it. Midway between the two teams a line is drawn, over which it is the object of each team to pull the other.

When the signal is given the two teams tug at the rope, each trying to pull the other over the line. The team succeeding in doing this is the winner.

288. TUNNEL RACE

The players form a double circle of partners facing each other and holding hands with arms raised to form an archway or tunnel around the circle.

One player who is "it" runs through the tunnel, suddenly tagging two partners simultaneously.

The partners tagged race around through the tunnel in opposite directions while "it" takes the place of one of them. The first to return takes the other vacant place, while the other one becomes the new "it" for the next round.

289. TWENTY-ONE

This is a basket-ball lead-up game and helps a great deal

in the development of shooting skill. The equipment needed is a basket ball and a basket. The band from around a barrel will serve as a basket if it is tacked up on a backboard or wall.

Any even number may play the game. They are divided into two equal teams. The players in each team take turns at throwing for a basket. Each player has three turns to throw and each turn lasts as long as the player can put the ball through the basket.

The first throw is made from a line agreed upon. If this throw scores a basket the player scores three for his team, and has another throw from the line. If the throw was not successful the player runs forward to catch the ball and takes his next throw from the point where the ball was caught.

A successful throw from any place except the line scores one point. The side getting 21 points first wins the game. However, they must get exactly 21 points, no more or no less, otherwise they lose all their points and have to start over again. When one game has been completed it is a good idea to change the throwing line and keep varying it in subsequent games. This keeps the game interesting and helps to develop skill in shooting for the basket from various points.

290. UP JENKINS

Two teams, each having a captain, sit on either side of a table. A coin is given to one team and is passed from hand to hand under the table, each member of the team trying to conceal from the other team which one has the coin.

The captain of the opposite team calls "Up Jenkins", upon which all members of the team with the coin must raise their hands, with fists tightly clenched.

The opponents examine the hands from their side of the table trying to discover who holds the coin. The captain then commands "Down Jenkin", and all hands are slapped down onto the table, palms down. Enough noise is made in bringing the hands down to conceal the whereabouts of the coin as it hits the table. The captain of the other team, with suggestions from his teammates, orders the lifting of one hand at a time. Once a hand is lifted it must be taken off the table.

If the guessing team can be successful in thus eliminating all of the empty hands so that the coin is left under the last hand, they are considered to have won, and the coin passes to them for the next round.

If the coin is disclosed before the last hand is reached, the side holding it adds to its score the number of hands remaining on the table that were not ordered off. The side wins

that has the highest score when the play stops.

291. VEGETABLE SOUP RELAY

The players are formed into any number of teams, with at least ten players to a team. Each team stands in single file as for a relay, each member having a picture of some vegetable cut from a magazine, etc. A paper bag is placed a few yards in front of each team.

At the starting signal the players run in relay fashion to the bag, drop their pictures in and race back. After all the vegetable pictures are in the bag the relay race starts over again as each player dashes up to the bag, ferrets his picture out and races back again. The team finishing first wins, but each player must have his own picture.

292. WAGON WHEEL (TAG)

This game may be played indoors or out, but is especially fine if played outside in the snow.

A large wheel with spokes and a rim is drawn on the ground. The game is played like any other tag game except that all the action is confined to the rim and spokes of the wheel. Anyone who runs off the wheel must take "it's" place.

The hub or center of the wheel is a safety zone. Players may run through this zone but only one player at a time may take refuge in it. As soon as another player enters it, the original occupant must leave. (See page 136)

293. WATER SPRITE

The players stand in two lines facing each other, with the space of about forty feet between representing a river. One player, the Water Sprite, stands in the middle of the river and beckons to one on the bank to cross. The player beckoned to signals to a third player on the opposite bank.

The two from the banks then run across the river in an attempt to change places. While they are in the river the Water Sprite tries to tag one of them. If the Sprite is successful he changes places with the one tagged and the game goes on.

294. WEAVER'S RELAY

The players are divided into two teams, each team forming a circle holding hands. One person from each circle is chosen as the starter. He drops outside the circle and on the signal

to start begins racing around his circle by weaving in and out of the joined arms of the other players.

When he reaches his own place he touches off the next person on his right, who repeats the performance, touching off the next person, etc. The team whose last runner first reaches his starting place wins. (See page 136)

295. WHERE IS MY CHAIR?

The players sit in a circle on chairs with one chair vacant. The Leader stands in the center and calls "Right" or "Left" and at the same time tries to get into the empty chair.

The players, sliding right or left as the Leader directs, try to prevent him from sitting down. The player who fails to move into the chair in time to keep the Leader from getting it takes the Leader's place in the center.

296. WHERE, WHEN, WHY AND HOW

One player leaves the room while the rest of the group decide on a noun. When they have settled on one they call the player back. It is his job to discover what noun they have chosen. He questions them as follows:

"How do you like it?"

"When do you like it?"

"Where do you like it?"

"Why do you like it?"

He may continue guessing until he discovers the right word or he may give up. In any case, as soon as he is finished he has the opportunity of choosing the next guesser.

297. WINK

This is a good party game for boys and girls. Chairs are arranged in a circle with one more chair than there are girls. Each girl sits in a chair, while each boy stands behind a chair.

The boy behind the empty chair winks at one of the girls and she tries to dash over to his chair. The boy behind her attempts to keep her by placing his hands on her shoulders, but if he isn't watching she can slip away.

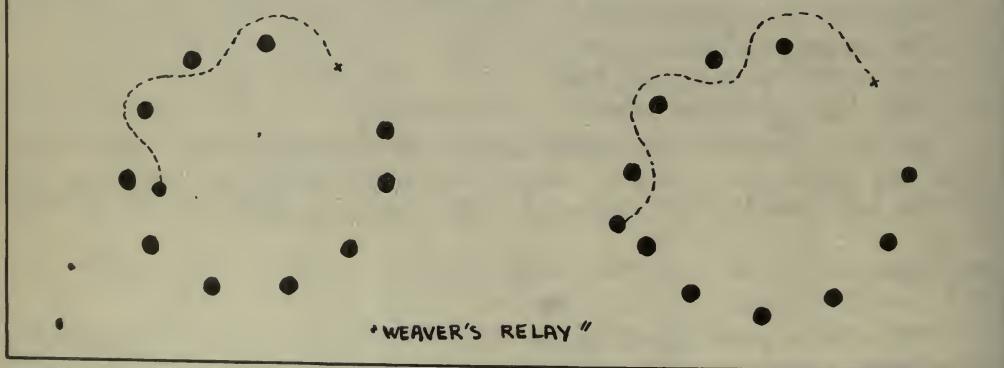
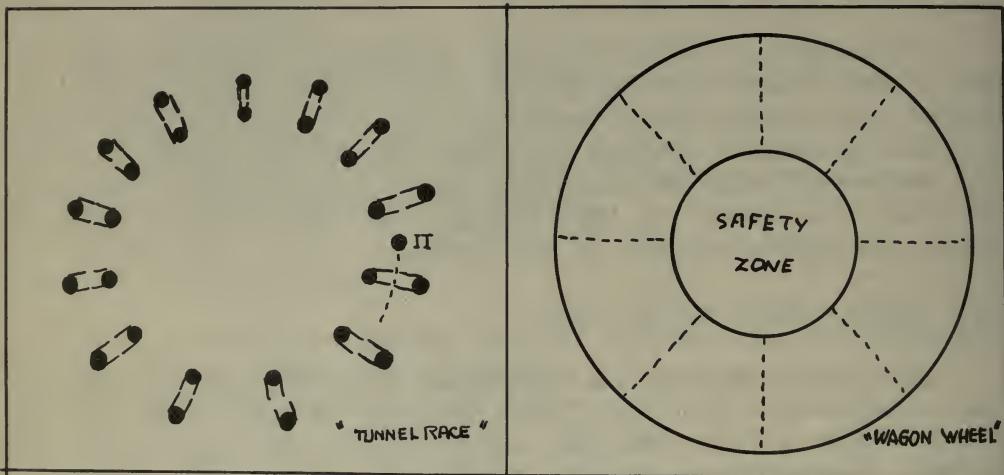
After this has been played a while, reverse the game by putting the girls behind the chairs and the boys on the chairs.

298. WOODEN FACE

On a board about two by three feet draw a face and cut

holes to indicate the eyes, nose and mouth. Lean the face against a wall or tree, etc. and have the players take turns at trying to toss bean bags through the holes. They should stand on a throwing line at least ten feet distant, but varying with the size of the holes in the face.

Each player tosses three bean bags in turn. Eyes score 15 points, nose scores 10 and mouth scores 5. (See below)



299. WORDS AND SONGS

Each player is given a word and is then allowed one minute in which to think of a song in which that word appears.

After the time limit each player must be ready to sing the line from the song in which his word appears.

The game can be repeated and scores kept. Score five points for a correct song answer and nothing for an incorrect one or a default.

300. WORDS FROM WORDS

Each of the players is given a slip of paper and pencil. When all are ready, the Leader spells out a word, preferably a long one. The players write the word at the top of their papers, and working individually each writes down as many other words as he can make from the letters in the word given.

The letters may be used only as many times as they appear in the word. For Example, if the letter "e" appears twice, the player may not use words that contain more than two "e's".

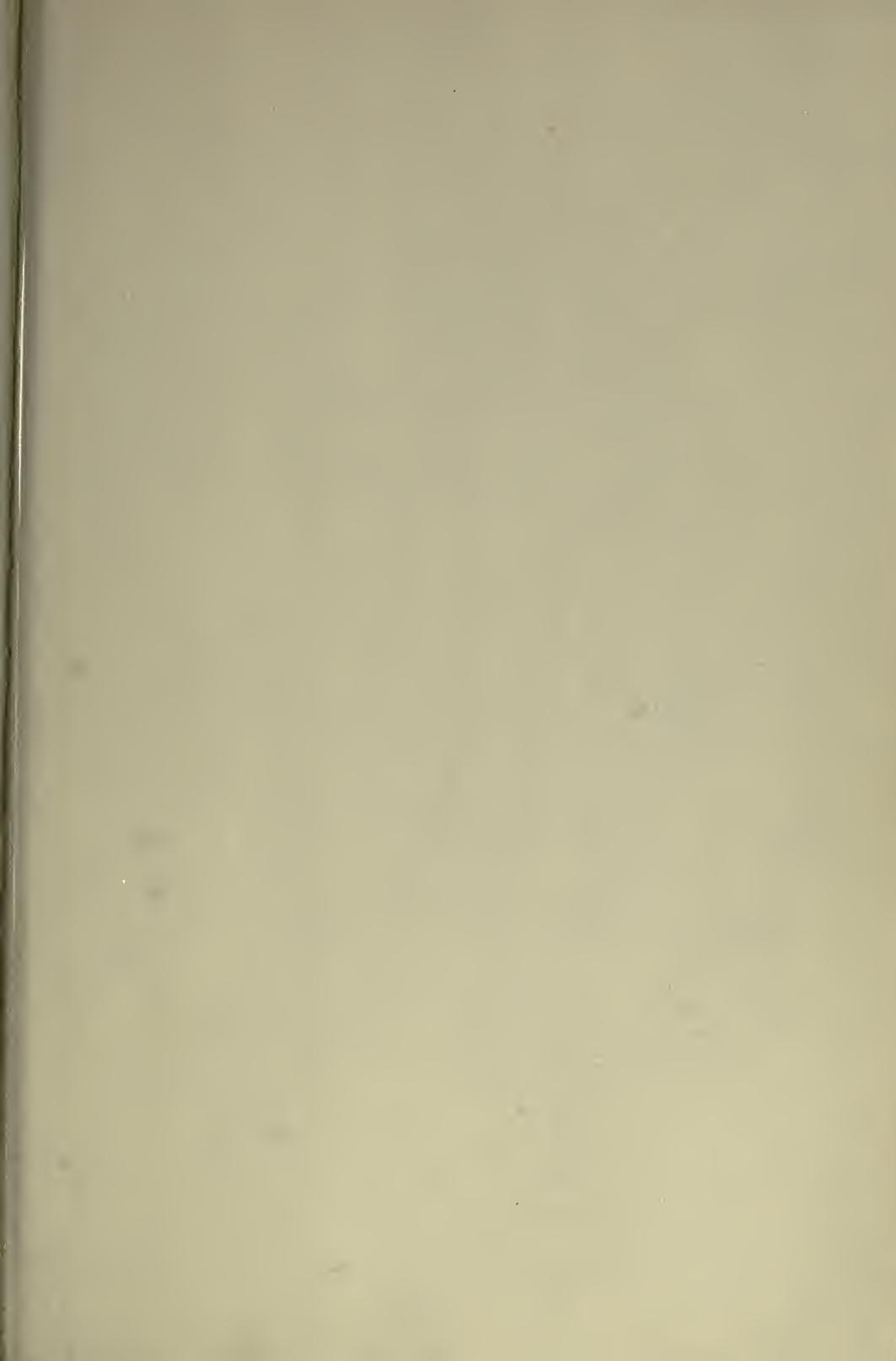
At the end of the time limit the player with the longest list of correct words wins the game.

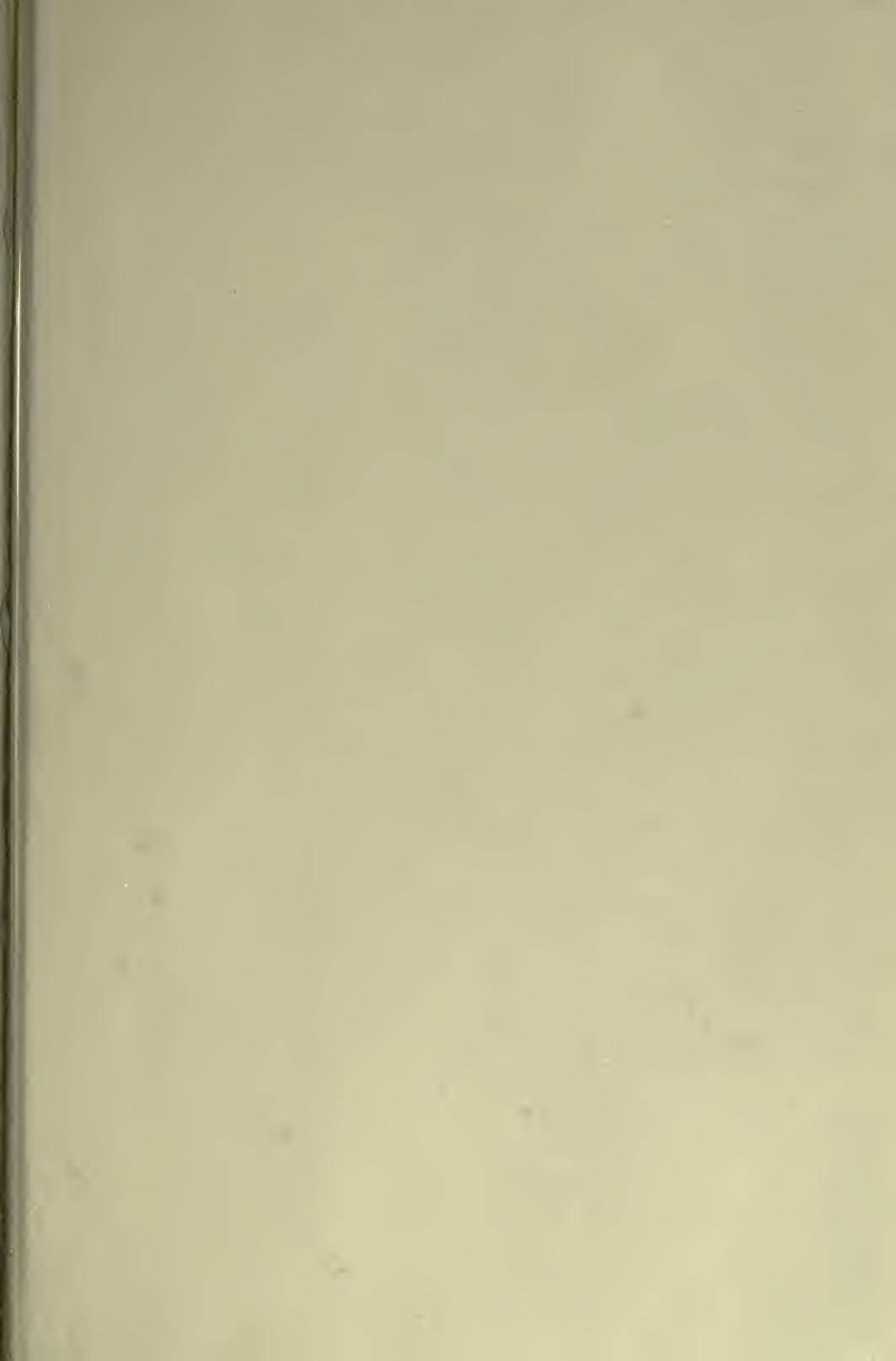
301. YOU HAVE A FACE

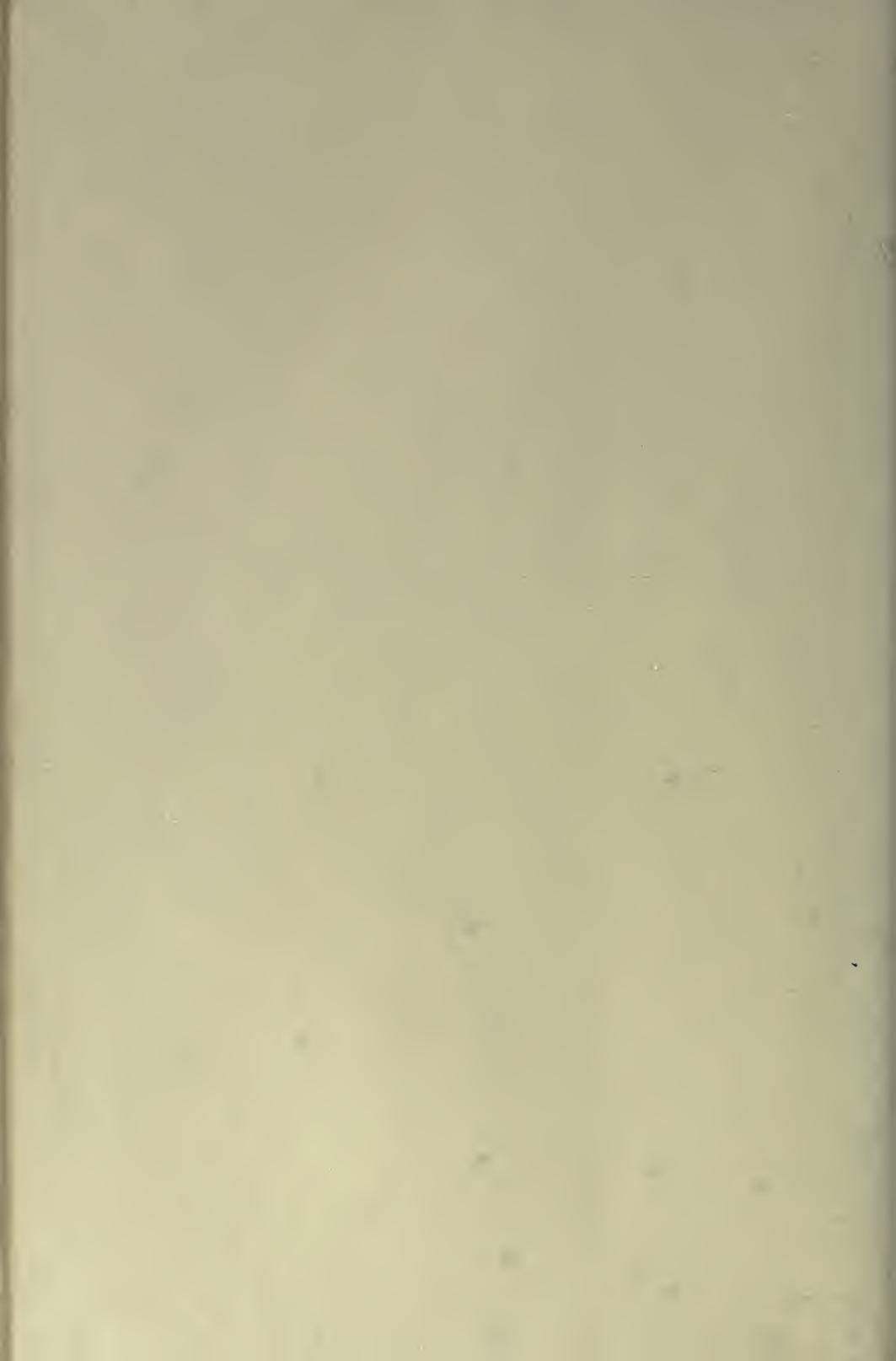
The players may sit in a circle or any other convenient way. One player starts the game by turning to his neighbor and saying, "You have a --- face," using an adjective beginning with the letter "A". For example, "You have an awful face".

Player number two then turns to number three saying the same thing but using an adjective beginning with the letter "B". Player three turns to four and so on until all have had their turn.

If there are more than 26 players, start the alphabet over again, but adjectives once used cannot be repeated.







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